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Dungeon Crawl Classics #1

Idylls of the Rat King

by Jeffrey Quinn

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

Idylls of the Rat King was awarded an Honorable Mention for Best Adventure in the 2003 Gen Con Ennie Awards. In Idylls of the Rat King, goblin bandits are once again attacking the silver caravans, killing innocent miners and stealing cargo. The goblins have taken up residence in an abandoned mine northwest of Silverton. Someone must get rid of them. But this is no ordinary abandoned mine. It was deliberately barricaded generations ago when the Gannu family, founders of Silverton, discovered an unspeakable evil on its lowest levels. And these are no ordinary goblins, for the curse of the Gannu family courses through their veins...

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



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Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
This product utilizes updated material from the v.3.5 revision.



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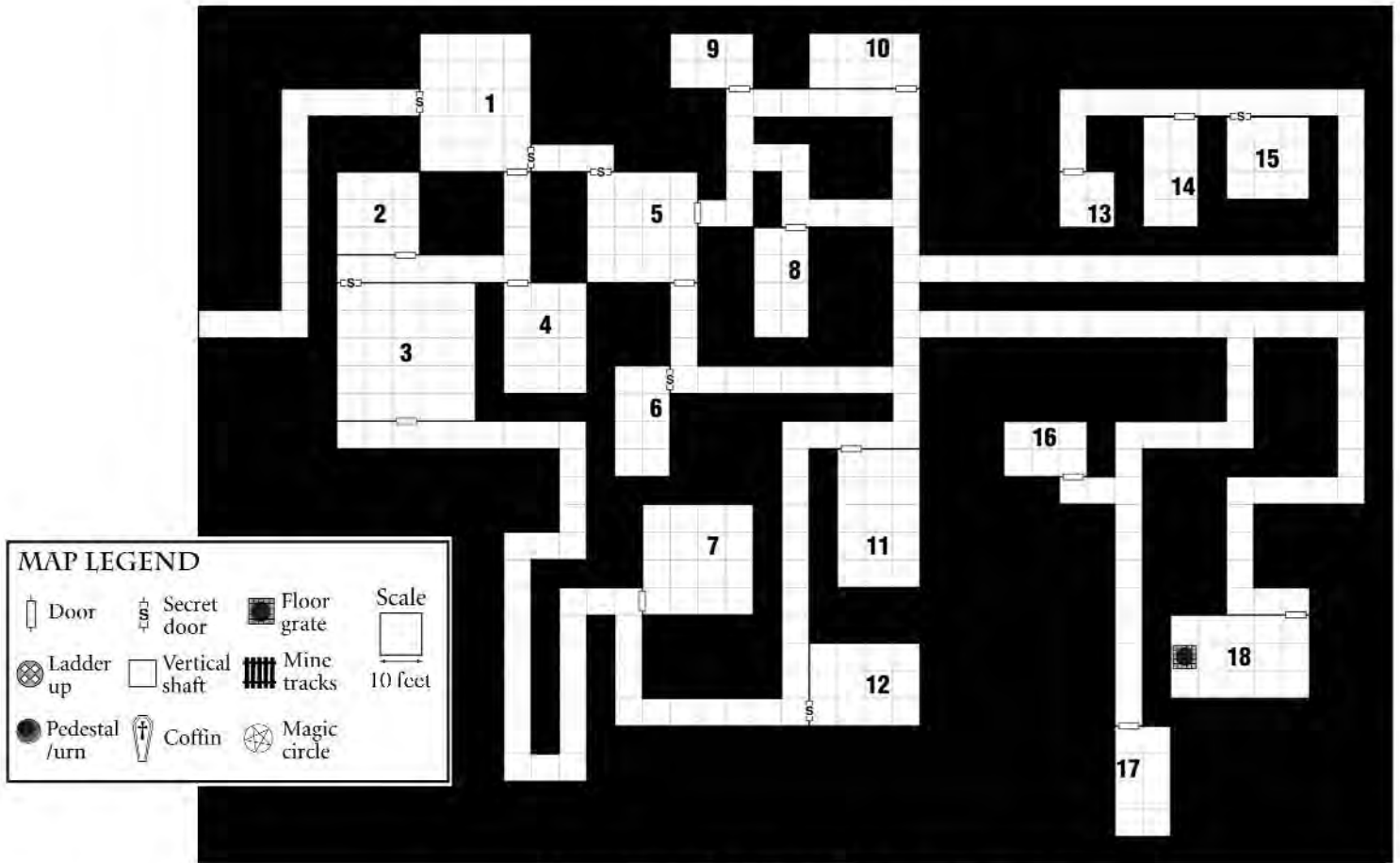
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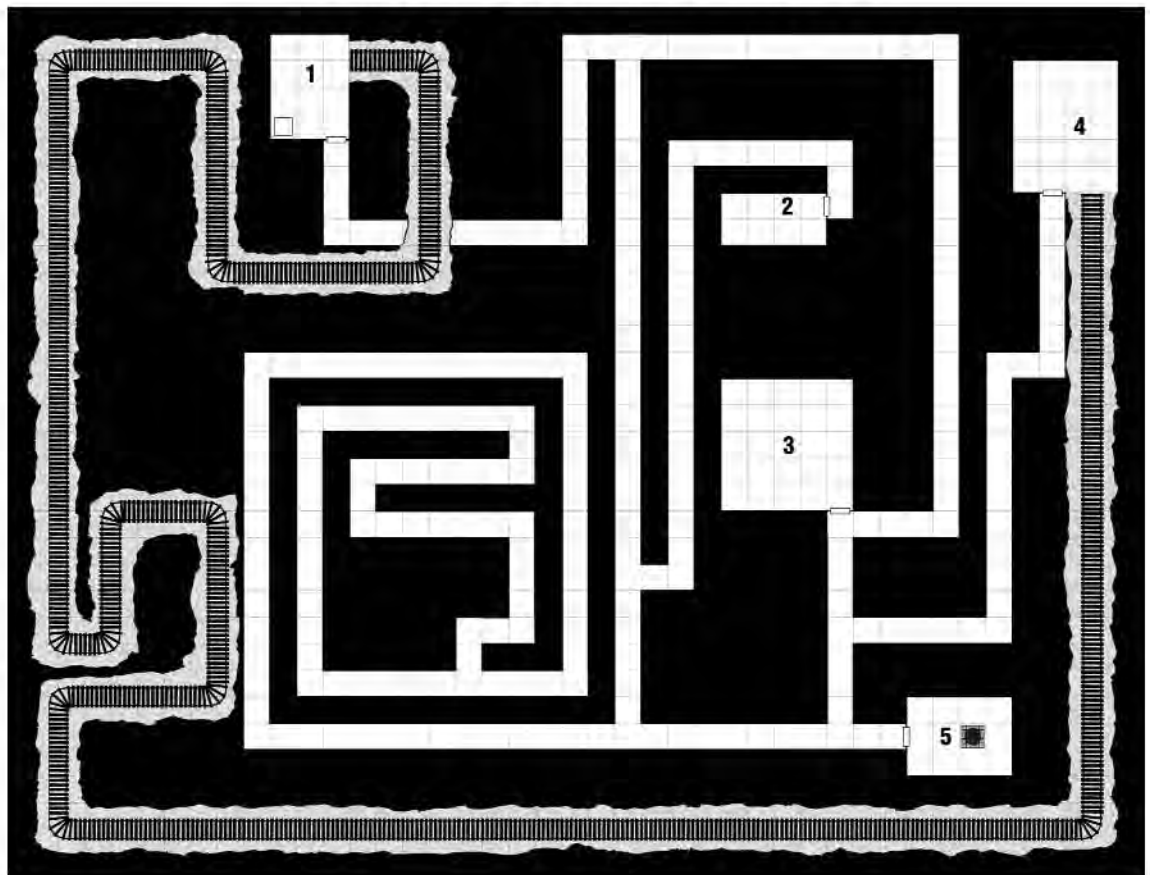
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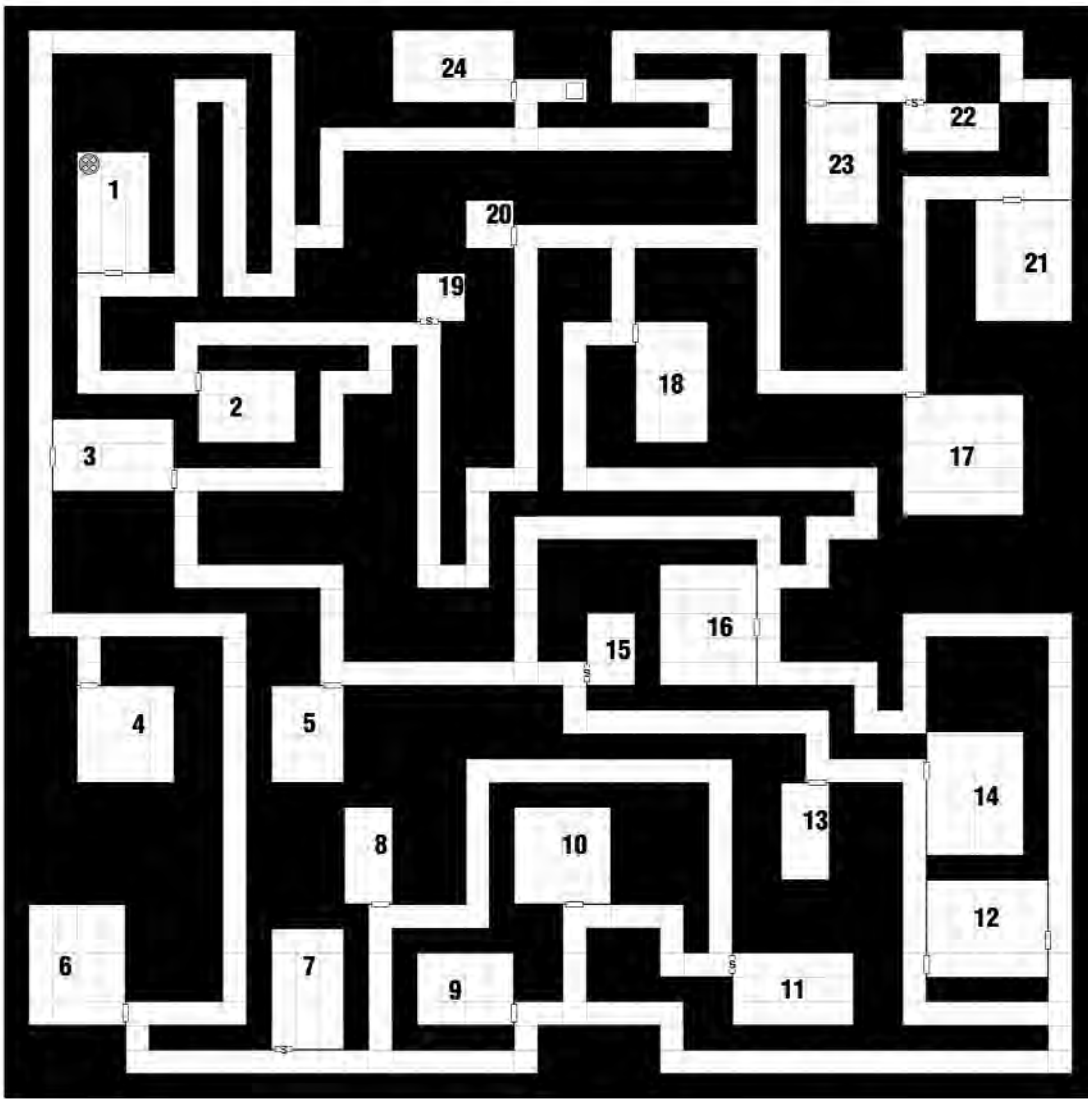
Abandoned Silver Mine – Level 1



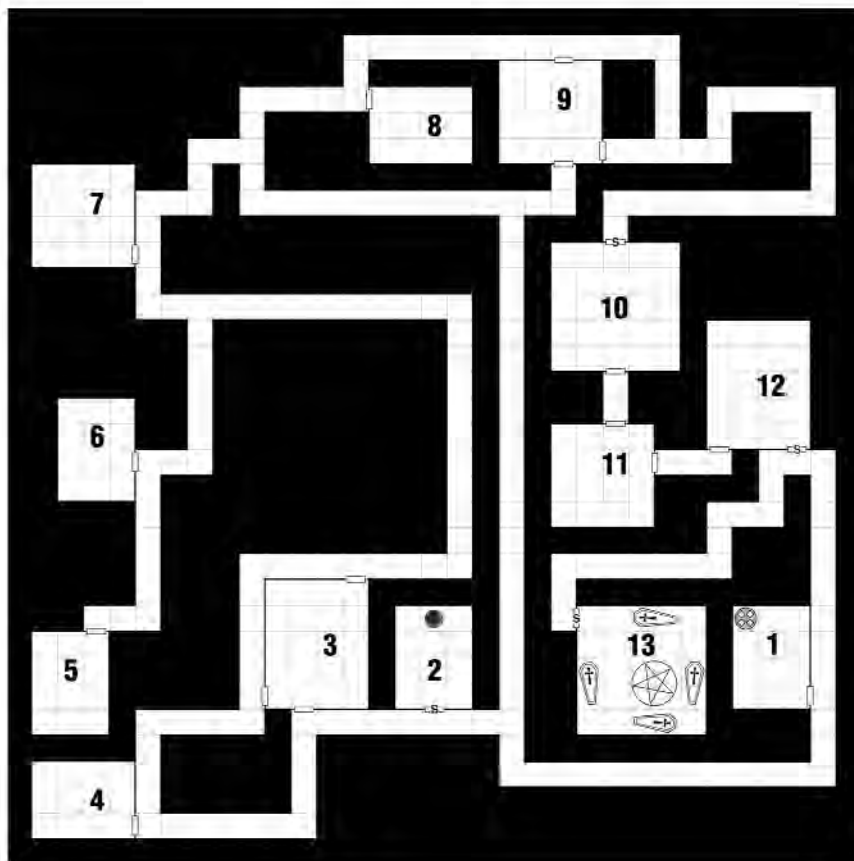
Abandoned Silver Mine – Level 3



Abandoned Silver Mine – Level 2



Abandoned Silver Mine – Level 4



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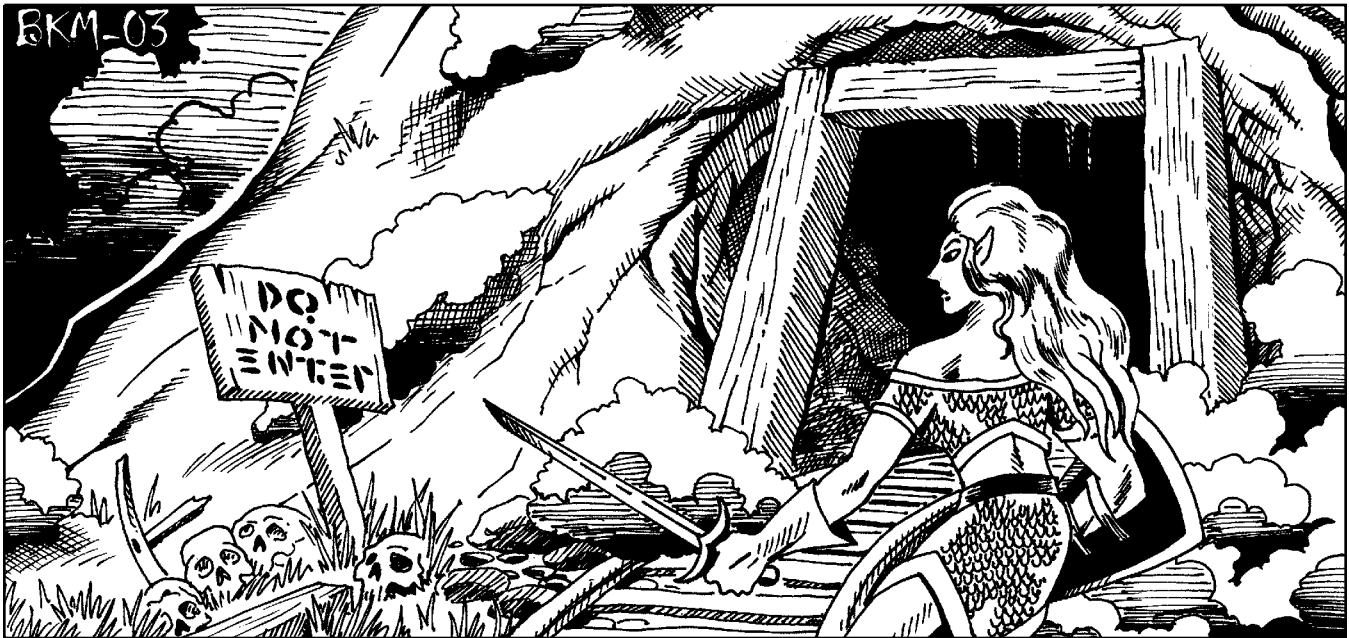
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The art in this book is dedicated to the memory of Dale A. Fox.



If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Idylls of the Rat King is designed for four to six player characters of 1st- through 3rd-level. While the characters can be of any basic character class, a rogue and a good-aligned cleric are recommended for the party's ultimate survival. At least one strong fighter with a silvered weapon would also be helpful, but is not necessary. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

The characters have arrived in the small mining town of Silverton two days after a group of wererat goblin bandits attacked a caravan carrying silver to the city of Archbridge, to the north. The goblin tribe has taken up residence in an abandoned silver mine to the northwest of town and has been conducting these daring raids against the silver caravans for several months, crippling Silverton's silver trade. These wererat goblins are under the leadership of a powerful human wererat bard named Lawrence Gannu, who is exacting his family's revenge on the town of Silverton for killing his grandfather and cursing his then-infant father and grandmother before exiling them to the southern city of Soulgrave many years ago. With help from the desperate townsfolk, the characters have found their way to the entrance of the abandoned Gannu family silver mine.



Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-1	5	C	4 goblins	1
1-2	6	C	2 dire rats	1
1-3	6	C	7 goblins	2
1-5	7	C	4 goblins	1
1-6	7	T	Poison needle trap	1
1-10	8	C	5 dire rats	2
1-11	8	C	2 dire rats	1
1-12	8	T	Portcullis trap	1
1-13	8	C	2 dire rats	1
1-15	9	T	5 arrow traps	5
1-18	10	C	<i>Rez-zomar</i> (wererat goblin), 2 goblins	4
2-1	12	C	7 goblins	2
2-2	12	C	8 goblins	2
2-3	12	C	4 goblins	1
2-4	12	P	8 female goblins 5 young goblins	0
2-5	13	C	2 wererat goblins	4
2-6	13	C	3 goblins Wererat goblin	3
2-7	14	T	Spear trap	1
2-9	14	P	Female goblin 9 young goblins	0
2-10	15	P	6 female goblins	0
2-12	15	C	<i>The Torturer</i> , goblin Ftr2 3 goblins	4
2-14	15	C	<i>The Jailer</i> , Exp1/Ftr2	4
2-15	16	C	8 skeletons	2
2-16	16	C	2 goblin priests	5
2-17	17	C	2 goblins	1
2-18	17	C	2 wererat goblins 3 dire rats	5
2-20	18	C	4 zombies	2

Loc	Pg	Type	Encounter	EL
2-21	18	C	<i>G'zogah</i> , goblin Wiz2	2
2-22	19	T	Pit trap	3
3-1	20	C	6 zombies	3
3-3	21	C	6 zombies	3
3-4	21	C	5 zombies <i>Narzy Hilspek</i> , Wiz3/Exp3	6
4-1	23	C	2 wererat goblins	4
4-2	24	C	<i>Serrenna Valuois</i> , vampire Sor5	7
4-4	25	C	Wererat goblin	2
4-5	25	C	Wererat goblin	3
4-6	26	C	Wererat goblin	2
4-7	26	C	<i>Hogah</i> , goblin Wiz5	5
4-8	27	C	2 wererat goblins	4
4-9	27	C	4 dire rats	1
4-10	27	C	<i>Lawrence Gannu</i> , wererat Brd3 2 fiendish dire rats	6
4-12	29	T	Arrow trap Spear trap Hail of needles trap Scything blade trap	5

Scaling Information

Idylls of the Rat King is designed for 4-6 characters of 1st-3rd level, but it can be modified for parties of different sizes or levels. Consider adapting the adventure as follows:

Weaker Parties (3 or fewer characters): Reduce the number of regular goblins (or perhaps remove them entirely) in areas 1-3, 2-1, 2-2, 2-6, 2-12, and 2-18.

Stronger Parties (4th level and/or more than 6 characters): Add an additional 2 goblins to each goblin and wererat goblin encounter, and change all dire rats to fiendish dire rats.

Getting the Players Involved

The following hooks can be used to get the players involved with the plot:

- While washing the road-dust from their throats at the Silver Cup Inn in Silverton, the characters overhear a young man telling the tale of an abandoned silver mine to the northeast of town that is the base location for goblins who have been attacking silver caravans traveling north. If the characters inquire about these events, he will offer them 200 gold pieces if they can eliminate the threat.
- While visiting Renna the Midwife in Silverton for healing herbs, a young nobleman stumbles in her door very wounded. He says that he was guarding a caravan car-

rying silver north when it was ambushed by goblins. He was the lone survivor of the attack, left for dead, and witnessed the goblins heading east through the forest. Renna can tell the characters that there is an abandoned mine to the northeast of town that could be their lair. The young nobleman has taken to fever and may not live long. Renna would be most appreciative to the characters if they can root out the cause of this terrible event.

- Upon entering the small mining town of Silverton, the characters are approached by an old man that identifies himself as the leader of the Miner's Guild in town. His operations have been sabotaged and caravans raided by goblins hailing from the northeast of town. He believes that they are being aided by some ancient evil that was the cause of closing the mining operations at an abandoned mining site a half-day's travel northeast of town. He will reward those characters that can eliminate this threat.

Character Death

If the party is knocked unconscious (or if a character is knocked below 0 hit points and the rest of the party flees), they are not left to die by the goblins and wererats in the mine. Instead, the characters are stripped of their equipment and are thrown into the holding cell (area 2-13). Their equipment will be kept in the jailer's room (area 2-14). Characters will awaken in the holding cell with one-half their total hit points and no equipment. They will discover that their wounds have been bound by the goblins. The reason the characters are being saved is that Lawrence Gannu (see area 4-10) wishes to create other wererats to serve his dark rat gods.

Characters can also return to Renna's House in Silverton for healing or to the Silver Cup Inn for rest. The midwife, Renna, will charge the party one-half of her usual fee if the characters mention that they were wounded during their foray into the abandoned mine (see appendix 1).

If a character is brought to -10 hit points or lower, the character's dead body will be brought to Narzy Hilspek (see area 3-4) for animation as a zombie miner. The equipment of the dead character will find its way to the treasure room (area 4-12).

Treasure

Creatures listed as having "miscellaneous coins" for treasure carry 1d6 copper pieces for normal goblins and 1d6 copper pieces + 1d4 gold pieces for everything else (excluding the undead, which have nothing). This amount is multiplied by the dungeon level or the CR, whichever is greater. For example, a normal goblin on level 2 would have 2d6 copper pieces, while a wererat goblin on level 1 would have 2d6 cp + 2d4 gp.

Background Story

History of Silverton

Silverton is a small village located two weeks north of the city of Soulgrave and three weeks south of the capitol city of Archbridge. It is a small mining village that grew from the hard work of one merchant family, the Gannu family of Soulgrave.

Jasper Gannu, prospector and patriarch of the Gannu family, discovered silver during a prospecting tour of the area over 100 years ago. He immediately spent his entire life's savings on funding a small mining operation and opening the silver mine on a rich vein of ore. Miners and the poor, looking for work, flocked to the Gannu Silver Mine, creating a small boomtown less than half a day's travel from the mine.

Within a few months, the mining shafts broke through large underground chambers that were littered with bones and huge nuggets of silver ore. The miners found this to be strange and priests were brought in from both Soulgrave and Archbridge to cleanse the area of evil spirits. All the while, Jasper was growing very rich and powerful from the silver that was transported to the Miner's Guild in Archbridge.

Two years after the mine opened, Silverton, as the boomtown was called, began to erect permanent structures for the miners. The silver ore was plentiful and other mines began to open to the west of the town under the banner of Archbridge's Miner's Guild. This is when disaster struck the Gannu Silver Mine.

Two years and six months, to the day, from when Jasper found the first silver vein, miners broke into a deep pocket under the earth. This pocket contained a hideously evil vampire named Serrenna who killed more than 20 miners before she was finally fought back into her lair and the priests and wizards that were called in cast a mighty spell to lock the evil away.

The miners turned on Jasper Gannu, now with wife and child, blaming him for the catastrophic events. He was lynched and hung from a hastily made gallows in the center of Silverton. His wife and child were run out of town and cursed, "May no child of Jasper Gannu's seed be able to touch the horrid silver that has brought such evil to this town!" The Gannu family home was burned to the ground and the site was sown with thorny vines so that no one would ever be able to build on the spot again.

At the rising of the next full moon, Jasper's wife and infant son awoke to find that they had become natural wererats, forever cursed to that form and its susceptibility to silver weapons.

History of the Gannu Family

Jasper's wife, Elizabeth, and her infant son, Aaron, fled from Silverton to Soulgrave. It was while they were there that they succumbed to the *curse of lycanthropy* that changed them into wererats. Elizabeth threw her hands up to the glowing orb of the moon and hissed when she looked down at her innocent son's fur-covered form.

As Aaron grew, Elizabeth told him of the terrible curse his

father's former employees wrought upon him and all those that were to come after him. Aaron came to hate the people of Silverton and swore that he would one day return to the town and have his revenge.

The years passed into decades and Aaron sired his own children. He had become a powerful force in the dark underworld of Soulgrave, leading a small group of wererats that lived in the sewers of the city. He never forgot what was done to his family and prepared his own son, Lawrence, to return to Silverton, now a permanent town.

The GM's Eyes Only

A little more than a year ago, Lawrence Gannu began making his way north towards Silverton. Now an accomplished bard and a full-blooded wererat, he was set upon by a small band of goblins while he was on the road. He was captured and brought to the goblins' tribe. He bided his time until the goblins had turned their backs on him. He sprang on the goblin leader and bit him, infecting the goblin with his wererat curse. The shaman of the goblin tribe found this to be a great omen for their tribe and declared Lawrence their leader.

Over the course of several months, Lawrence slowly infected goblins that were loyal to him with the *curse of lycanthropy* and taught them of their new gift. He also gave the tribe a new purpose, to destroy Silverton.

Two months ago, Lawrence stepped into the Silver Cup Inn, disguised as a wandering bard looking for work. He was hired on, even as he began to move his tainted goblin tribe into his grandfather's abandoned mine. The goblins reopened the numerous levels of the mine and began to set up new defenses, as Lawrence sent word of caravans and where the other mines were located.

While opening the mine's lower levels, the goblins discovered that an evil gnome necromancer and his zombies already inhabited these levels. The gnome, Narzy Hilspek, and Lawrence struck a bargain and began mining the leftover deposits of ore.

One month ago, the silver caravans, traveling north to Archbridge from the Miner's Guild mines to the west of Silverton, began to be attacked. The western mines were sabotaged and equipment was stolen. The dead were brought back to Narzy and reanimated as zombies and skeletons to mine silver ore to fund Narzy's own dark projects.

Now the characters have come into town.

Note to the Game Master: Narzy and Lawrence export the silver ore they steal and mine to Narzy's black market contacts in Archbridge, and they are well funded from it. Neither Narzy nor Lawrence knows of the ancient evil located on level 4 of the abandoned mine, nor that Lawrence's goblins have discovered scraps of documentation from the time of his grandfather that give vital clues to what this ancient evil actually is: a vampire. Lawrence is the last of the Gannu family and has recently moved his family's bodies, upon his father's deathbed request, to the mine.

Player Beginning

Through the dense underbrush and tangled trees you have followed the beaten trail of the goblins that have been plaguing the town of Silverton. Before you is the open mouth of the abandoned Gannu family silver mine. The time has come to be heroes.

Abandoned Silver Mine, Level 1: The Goblin Lair

All halls are 10 feet wide and 7 feet high, made of rough stone. Rooms on this level are 7 feet high where the ceiling meets the walls, and 10 to 11 feet high in the center of the room. Each wall on this level is considered to be unworked stone and all doors are considered to be simple wooden doors with the following game statistics, unless otherwise noted in the room text:

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Simple Wooden Door: 1 inch thick; hardness 5; hp 10; Break DC 13 (stuck), 15 (locked).

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters come across a random encounter while in a corridor or in an empty room. This chance is increased by +5% if the characters are not being cautious or are making noise, and +10% if they are yelling and causing loud noises (example – knocking over tables, breaking down a door, etc.). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1-3	4 normal goblins (EL 1)
4-5	2 dire rats (EL 1)
6	4 zombies (EL 2)

The following statistics blocks are provided for easy reference.

Goblins (4): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +1; Grp -3; Atk/Full Atk Handaxe +2 melee (1d4/x3) or dagger +3 ranged (1d3, 19-20/x2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Ride +4, Spot +2; Alertness.

Possessions: Handaxe, dagger, light wooden shield, studded leather armor, and miscellaneous coins.

Dire Rats (2): Small animal; CR 1/3; HD 1d8+1; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease (Fort DC 11, filth fever); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Swim +11; Alertness, Weapon Finesse.

Human Commoner Zombies (4): Medium undead; CR 1/2; HD 2d12+3; Init -1; Spd 30 ft. (can't run); AC 11, touch 9, flat-

footed 11; Base Atk +1; Grp +2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Areas of the Map

Area 1-1 – The Hidden Entrance (EL 1): Before entering area 1-1 by the corridor from the surface, the party must find the hidden door at the “collapsed” end of the tunnel. Read or paraphrase the following when the characters turn the last corner:

Before you are the collapsed remnants of the tunnel you have been following. Small footprints can be seen entering the wreckage, as if it wasn't there. There must be a secret door!

Characters may roll a Search or Spot skill check (DC 13) to discover a hidden latch that causes the end of the tunnel to rise. If the characters begin breaking their way through the wreckage, the goblin guards in area 1-1 beyond the door hear them and send a goblin to summon reinforcements from areas 1-3 and 1-5, while another locks the secret door. The secret door has the following statistics:

Strong Wooden Door: 2 inches thick; hardness 5; hp 20; Break DC 23 (stuck), 25 (locked).

Once the party breaches the secret door, read or paraphrase the following as they enter:

The hidden entrance opens into a low, rough-walled room that is forty feet by fifty feet. Four small humanoids turn to glare at you with evil, red eyes. “E’rathra!” screams a burly goblin as he and his companions reach for their naked weapons lying near them.

For characters who speak Goblin, the large goblin screamed “Intruders!” The goblins in this room are not surprised by the party’s sudden appearance through the secret entrance to their lair. They are ready for combat and will fight to the death. Other than their worn equipment, the goblins have nothing else of value.

In the eastern wall of the southeast corner of the room is a secret door that leads down a short tunnel that is only four feet high. This tunnel leads to another secret door to area 1-5. Both of these secret doors require a Search or Spot skill check (DC 15) to find.

Tactics: During the first round of combat, the goblins throw their daggers at whoever enters the room first.



They then pull their handaxes and attack in melee on the next round. The goblins hold their ground and do not flee from combat, even if faring badly against the party (they are frightened more of their wererat masters than they are of the party).

Goblins (4): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 2, 3 (x2), 8; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +1; Grp -3; Atk/Full Atk Handaxe +2 melee (1d4/x3) or dagger +3 ranged (1d3, 19-20/x2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Ride +4, Spot +2; Alertness.

Possessions: Handaxe, dagger, light wooden shield, studded leather armor, and miscellaneous coins.

Area 1-2 – Outer Barracks (EL 1): Read or paraphrase the following:

The squat wooden door to this thirty-foot-square room opens into a mess of refuse and a solidly built table with six small chairs that look to be made from the bed of a wagon. The four corners of the room contain piles of soiled clothes and blankets. Six unrolled bedrolls lie on the floor in the northern half of the room.

Characters who succeed at a Listen skill check (DC 12) notice a rustling sound coming from the pile of soiled clothes in the northwestern corner of the room. The two dire rats eating the garbage under the clothes are making these sounds. If the pile is disturbed, the dire rats leap out of the pile to attack.

Dire Rats (2): Small animal; CR 1/3; HD 1d8+1; hp 4, 8; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease (Fort DC 11, filth fever); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Swim +11; Alertness, Weapon Finesse.

Area 1-3 – Main Barracks (EL 2): Read or paraphrase the following:

Upon opening the door to this fifty-foot-square room, the pungent stench of urine and unwashed bodies assaults your senses. A series of small, cloth pillows dominates the southwestern corner of the room, while the rest of the floor is covered with numerous dirty straw mats and bedrolls. Seven green humanoids stand as you enter, grinning from ear to pointed ear as they draw small, wicked-looking swords from their scabbards.

There are two ways of entering this room. The first is by the secret door (Search or Spot, DC 14) in the western end of the north wall. The other is by the wooden door in the southern wall. The south door is locked, from the inside, by a simple lock (Open Lock, DC 20).

The seven humanoids are goblins. They were warned that there are intruders by the goblins in area 1-1 and will not be caught unaware by the party unless great pains were taken to keep their movements quiet (GM's discretion). Other than the equipment that the goblins carry, there is nothing else of value in this room.

Tactics: These goblins are more frightened of the wererat goblins and Lawrence than they are of the characters. They fight viciously and give no quarter. None of these goblins speak Common and they will all fight to the death.

Goblins (7): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 2 (x3), 3, 5, 7 (x2); Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Short sword +2 melee (1d4, 19-20/x2) or dagger +3 ranged (1d3, 19-20/x2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Short sword, dagger, studded leather armor, and miscellaneous coins.

Area 1-4 – Outer Dining Room/Kitchen: Read or paraphrase the following:

The door in the north wall of this 30-foot by 40-foot room opens easily on squeaky hinges to a room filled with three long tables. These tables each have dented tin plates of leftover food and crude wooden goblets stained with age and spilled wine. The room smells like rotting meat and stale beer.

Two small black cauldrons stand over cold fire pits

in the southeast corner of the room. A small table stands near these with vials of strange spices and bits of unidentifiable meat. A large barrel rests in the southwest corner.

The characters may search the room, but there is nothing of interest here. The cauldrons only hold some leftovers from a goblin feast and the barrel is only half full of cheap ale. If any character wishes to eat any of the food or drink the ale of this room, have the character roll a Fortitude save (DC 13) or suffer from food poisoning from the rancid meat and stale drink.

Goblin Food Poisoning: Ingested, Fortitude DC 13; 1 Con/1d2 Con; Price –.

Area 1-5 – Inner Guard Post (EL 1): Read or paraphrase the following:

This 40-foot by 40-foot room has two small round tables, seven chairs, and many straw mat beds. The eastern and southern walls hold the only two exit doors from this room. Four goblins turn to look at you with smiles on their evil faces. Each is swinging a loaded crossbow to bear on you.

These goblins were warned by the goblin runner from area 1-1 about the intruders to the mines, so they are ready and expecting attack. Only if the characters can sneak up on the goblins, or enter through the secret door in the north wall, will the goblins be caught off guard. Detecting the secret door in the north wall requires a Search or Spot skill check (DC 15).

Tactics: These goblins fight to the death. They fire their readied crossbows during the first round of combat, concentrating their fire on spellcasters and those characters with readied missile weapons. On the second round they pull their short swords and small shields and enter melee.

Goblins (4): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 2, 4, 6, 7; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +1; Grp -3; Atk/Full Atk Short sword +2 melee (1d4, 19-20/x2) or light crossbow +3 ranged (1d6, 19-20/x2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Ride +4, Spot +2; Alertness.

Possessions: Short sword, light crossbow, 12 crossbow bolts, light wooden shield, studded leather armor, and miscellaneous coins.

Area 1-6 – Secret Vault #1 (EL 2): To find the entrance to this room, a character must be actively looking for secret doors or an elf must pass within 5 feet of the door. In either case, a Search or Spot skill check is required (DC 18). Once the door is found, opening it is an easy process. If the person opening the door does not attempt to Search for traps on the door first (DC 22), they spring the poison needle trap (see below). This secret door is made of stone and swings away from the hallway, up towards the ceiling when opened. Once the door is opened, read or paraphrase the following:

This 20-foot by 40-foot room is nearly bare. A single wooden chest lies on the floor in the southern part of this secret room.

The chest is a decoy. There is nothing in the locked (Open Lock, DC 15) chest. However, if secret doors are searched for (Search or Spot, DC 18), a stone slab in the floor can be moved aside to reveal a +1 *silver longsword* and a piece of ripped parchment resting in the niche beneath.

A thick layer of dust covers the sword and the goblins and wererats of this place do not know of its existence. The sword and scrap of paper come from when the priests came to cleanse the area of the ancient evil. A young fighter, who had been gravely wounded while he did battle against the evil Serrenna, left these behind. Refer to players' handout A for what the note reads.

Poison Needle Trap: CR 1; +8 ranged (1, plus greenblood oil poison); Search (DC 22); Disable Device (DC 20).

Greenblood Oil Poison: Injury, Fortitude DC 13; 1 Con/1d2 Con; Price 100 gp.

Stone Door: 4 inches thick; hardness 8; hp 60; Break DC 28 (stuck), 28 (locked).

Area 1-7 – Inner Barracks: Read or paraphrase the following:

Unlike the other rooms that have contained bedrolls and sleeping mats, this 40-foot by 40-foot room has double wooden bunk beds. There are three double bunks in all; at the end of each bunk is a small chest that has rusty iron hinges and no lock.

There is nothing of value in the small chests at the foot of each bunk. However, if a successful Search skill check (DC 21) is made in the area of the bunks, a small purse of 10 gold pieces can be found under a mattress. The blankets and sheets on the bunks, along with the clothes in the chests, are all dirty and full of fleas and bugs. The door in the southern part of the western wall is the only way into or out of this room.

Area 1-8 – War Room: Read or paraphrase the following:

This small, 20-foot by 40-foot room holds a single 10-foot long table with five straight-backed chairs. One of these chairs is at the head of the table with two chairs on either side of the table. A single silver candlestick rests in the center of the table. A weapon rack hangs on the north wall, empty of any weapons.

This meeting room appears to be empty, unless a successful Search skill check (DC 24) is made in the area around the weapon rack. If successful, a single loose stone can be found in the wall to the left of the rack that hides a piece of folded paper, worn and yellow with age. This piece of paper is players' handout B. The silver candlestick is worth 5 gp.

Area 1-9 – Armory: The door to this room is locked with an average quality lock (Open Lock, DC 25). Once the door is bypassed, read or paraphrase the following:

The locked door opens into a 30-foot by 20-foot room filled with crates, barrels, boxes, and racks filled with weapons. Most of these weapons are crude and rusted; however, they do appear to be in serviceable order.

A successful Search or Spot skill check (DC 16) indicates that the character found a weapon of average quality. A Search or Spot skill roll of 20 or higher indicates that the character found a masterwork weapon. The room contains 4 shortswords, 6 rusty shortswords (-1 damage), 1 masterwork greataxe, 2 crude shortbows, 4 rusty shortspears (-1 damage), 1 masterwork shortspear, 100 arrows, 50 light crossbow bolts, 10 handaxes, and 12 rusty handaxes (-1 damage).

Area 1-10 – Lair of the Rats (EL 2): Read or paraphrase the following:

A strange, magical darkness covers the interior of this room. The only sound escaping from the impenetrable darkness is a soft squeaking noise. As if noticing the open door, the squeaking gets louder and closer to the door!

This 40-foot by 20-foot room is the central lair for all of the dire rats on this level. They come here to wallow and sift through the garbage that the goblins leave behind for them. There are five of the animals hiding in the permanent *darkness* effect. They attack any non-goblin and non-wererat to open the door (this includes undead).

Serrenna, the vampire trapped in the lower level of the mine, caused the *darkness* effect when she faced the combined might of the priests and wizards that attempted to drive her back to her underground prison. She used this *darkness* to escape one their traps, but was foiled in the end. Now the *darkness* remains behind. A *light* spell temporarily dispels the *darkness* for the duration of the spell, at which time the *darkness* returns. Unless the characters have the Blind-Fight feat, all attacks (including those made by the dire rats) are made at -4.

Dire Rats (5): Small animal; CR 1/3; HD 1d8+1; hp 2, 6, 7 (x2), 8; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease (Fort DC 11, filth fever); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Swim +11; Alertness, Weapon Finesse.

Area 1-11 – Inner Dining Room/Kitchen (EL 1): Read or paraphrase the following:

This 30-foot by 50-foot room smells like rancid milk and stale beer. Six small tables seem to have been placed randomly around the room. Small chairs surround each of the tables, which have old tin plates with rotting food left on them. A cauldron and work-

bench take up the southern portion of the room. Two sacks of flour seem to be moving on their own in the southwestern corner of the room.

If the characters go to investigate, have them roll Spot checks (DC 17) and Listen checks (DC 15) to see small tufts of black fur or hear the squeaking of two dire rats that are rummaging through the flour sacks for food. These rats leap out of the sacks and attack if anyone disturbs them. They fight until they reach half their normal hit points and then run for the door in the north wall.

Dire Rats (2): Small animal; CR 1/3; HD 1d8+1; hp 3, 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease (Fort DC 11, filth fever); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Swim +11; Alertness, Weapon Finesse.

Area 1-12 – Secret Vault #2 (EL 2): Finding the cleverly hidden secret door to this room is a difficult chore. A successful Search or Spot skill check (DC 20) shows the location of the door. Opening the door is an easy task; however, the portcullis trap on the door needs to be disarmed or the first person to walk through the door may be heavily damaged. Read or paraphrase the following:

The secret door begins to slide up after the catch was released. Behind this door is a 40-foot by 30-foot room. This room contains three large crates with red lettering across their sides. The lettering reads “Archbridge Mining Guild.” This must be a portion of the missing silver shipment to Archbridge!

These crates are in fact part of those missing from the Archbridge Mining shipments. These crates came from a caravan a few weeks ago and each contains 1,500 gold piece value of silver ore. Each crate weighs 600 pounds and is made of heavy wood. It takes a crowbar and a great deal of strength (Strength check, DC 25) to open the crates. Lawrence’s goblins put these crates here for emergency funds, in case law enforcement from either Archbridge or Soulgrave came to investigate.

Portcullis Trap: CR 1; +10 melee (3d6); Search (DC 20); Disable Device (DC 20). Note: Damage applies only to those underneath the portcullis. A portcullis blocks the passageway.

Area 1-13 – Shrine to the Rat Gods (EL 1): Read or paraphrase the following:

This small, 20-foot by 20-foot room appears to be a personal shrine. A stone statue of a large rat rests on a small altar in the center of the south wall of the room. Two large, black-furred rats turn to look at you as you open the door, a single high-pitched squeak being your only warning before they attack!

As soon as the door opens, two dire rats attack the party. These rats are protecting this shrine from anyone who is not a wererat or a goblin. They fight to the death.

The stone statue is a statue of the rat god Nimplurun, Lord of Filth (Knowledge (religion), DC 20). It is worth 50 gold pieces (Appraise, DC 15) to a collector and is made from granite commonly found to the south near Soulgrave (Craft (stone), DC 15).

Dire Rats (2): Small animal; CR 1/3; HD 1d8+1; hp 2, 9; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease (Fort DC 11, filth fever); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Swim +11; Alertness, Weapon Finesse.

Area 1-14 – Unholy Sleep Chamber: Read or paraphrase the following:

This 20-foot by 40-foot room is decorated in a macabre fashion. Skulls of humans, elves, dwarves, and gnomes hang from the ceiling by fine steel chains. The gory remnant of a halfling is crucified to the south wall by metal spikes between two small, straw mattress beds. The stink of pungent incense and death permeates every inch of this room.

This room is the sleeping quarters of the wererat goblin clergy (area 2-16) of the rat gods. The skulls and the halfling's corpse are grim decorations that the wererats have decided are to their personal liking. There is nothing of value in this room.

Area 1-15 – Secret Vault #3 (EL 5): Discovering the well-hidden door to this room is a difficult task (Search or Spot skill check, DC 25). Once the secret door has been located, the five arrow traps must be bypassed to gain safe entrance into this room (see the arrow trap statistics below). Once the door has been breached, read or paraphrase the following:

The secret door swings open on silent hinges to reveal the dust-covered floor of a 30-foot by 30-foot room. Two glowing balls of pale, white light provide a dim illumination to this room. The balls rest atop two black, iron-wrought candelabras that stand six feet tall each. The candelabras stand on either side of a large, square stone coffin.

The coffin's lid is carved in the bas-relief of a man in armor, lying on his back with his hands folded across his chest. Under his hands he holds a mighty sword. This must be the tomb of a very important warrior.

The candelabras are lit by a permanent light spell effect (Spellcraft, DC 13). The iron-wrought candelabras are worth 50 gold pieces and weigh 40 pounds each. The stone coffin is ancient and anyone who succeeds in a Knowledge (nobility and royalty) skill check or a bardic knowledge check (DC 18) discovers that this is the coffin of Huerin Oralese, the great warrior-general of Archbridge.

Huerin died 50 years ago to an assassin's poisoned

blade. His numerous confederate followers spirited his body away to a secret tomb so he would not be tampered with after death. It was rumored for many years that his followers were looking for a way to revive him from death, to lead the army of Archbridge against the assassins that killed him. No one knew what came of Huerin after that.

The coffin is covered in dust and is sealed with lead. Characters seeking to open the coffin need to succeed at a Strength check (DC 30) to remove the lid. Inside the coffin are the skeletal remains of Huerin Oralese, a rusted helmet, a bastard sword, and a small chest resting between his feet. The small chest contains six *cure light wounds* potions (1d8+5 points healed, each) and a *remove disease* potion. The sword and potions all detect as magical. The bastard sword is a *blessed +1 bastard sword*, given to Huerin Oralese over 80 years ago by the Lord of Archbridge.

Arrow Traps (5): CR 1; +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

Area 1-16 – Shrine to the Rat Gods: Read or paraphrase the following:

This 30-foot by 20-foot room is decorated in draping black and red silk scarves of intricate design. Many of these scarves sway and move as if being pushed by an unseen and unfelt breeze. The center of the northern wall is kept free of these scarves and has a large statue to a half-rat/half-man abomination. The statue appears to be made of green marble and has two red glowing rubies for eyes. The rest of the altar is decorated by numerous scrolls, scraps of food, and solidified candle wax pools.

There are 17 old silk scarves draped from the ceiling, each worth two gold pieces. The marble statue is of the rat god Narrimunth, Lord of Disease. This marble statue stands six feet tall and weighs 300 pounds. To a collector, the statue of Narrimunth would fetch 650 gold pieces (Appraise, DC 15). The two rubies that form the eyes of the statue are cut and polished to reflect light so it seems that the statue's eyes glow red. Each of these rubies, if removed from the statue (Strength check, DC 17), would be worth 100 gold pieces. The numerous scrolls on the altar are written in Sylvan and describe the evil religious canon of Narrimunth (Knowledge (religion), DC 17 to decipher their meaning); these may be worth 25 gold pieces to a collector. The scraps of moldy food and dried and solidified pools of candle wax are valueless. There is nothing else of interest in this room.

Area 1-17 – Personal Quarters of the Goblin Chief: Read or paraphrase the following:

At first glance, this 20-foot by 40-foot room appears to be a large bedchamber of an ancient noble line. It is not until your eyes adjust to the strange blue light of the black candles, lit around the room, that you realize this is just a collection of odd trophies from numerous noble families.



A large, four-posted bed dominates the southern portion of the room, complete with a heavy oak dresser in the southeast corner. An old, oval area rug covers the center of the floor and a small table and chair rest against the middle of the west wall. Old broken shields and faded paintings decorate all the walls of this room; the largest shield is above the head of the bed with a black falcon holding a pick and shovel in its talons.

This is the personal quarters of the goblin chief Rez-zomar (see below). He has collected odd family crests and shields from the numerous years he spent raiding caravans before coming to the mines. The large shield above the bed (Knowledge (nobility and royalty), DC 18) has the ancient family crest of the Gannu family.

The strange candles lit around the room are normal candles treated with strange liquids (Craft (alchemy), DC 15). These candles are commonly used in religious and arcane ceremonies amongst the elves, to reproduce an ethereal effect. Each candle is worth one copper piece and there is a small wooden coffer under the bed that contains 20 more of these candles. Rez-zomar was given these candles by his scouts when they first entered this mine. They found them on one of the lower levels in a room full of wreckage.

The other crests are left for the GM to design and insert to fit into your campaign world.

Area 1-18 – The Goblin Chief’s Audience Chamber (EL 4): Read or paraphrase the following:

This 50-foot by 30-foot room has been draped with multi-colored, moth-eaten scarves and bolts of moldy fabric in an attempt to make it appear regal. A large, high-backed wooden chair sits against the middle of the west wall. A large, hairy goblin sits in the chair wearing black studded leather armor and flanked by two goblins to either side that carry shortspears. They look at you and smile at your intrusion.

“You’ve been out slaying my tribe. I can smell their blood on you,” says the seated goblin. “Before we end your lives here, I would know the names of the heads that will be mounting my chamber walls.”

The hairy goblin is Rez-zomar, chieftain of this tribe of goblins and a wererat goblin follower of Lawrence Gannu. He waits to hear what the characters have to say, but doesn’t care. After the initial exchange and the characters’ responses, read or paraphrase the following:

“Well then, it is time to show you why Lawrence put me in charge. Gebrock, gru’dagga!”

For those characters who can understand Goblin, Rez-zomar commands his guards to kill the characters.

A locked iron grate is hidden behind some of the draped cloth. A successful Search or Spot skill check (DC 18) in the southeastern corner of the room reveals this grate. The grate is locked with an average quality lock (Open Lock, DC 25). This lock and grate have been here for nearly 100 years, since the time of Serrenna’s initial escape and recapture. Under the grate is a metal ladder that leads down 50 feet to area 2-1.

Close inspection of the grate shows the bars are made of black-tarnished silver and have arcane and divine runes, words, and symbols placed on them. If a *detect magic* spell is used, the grate glows as moderate abjuration. This magic is a permanent ward against undead (Spellcraft DC 20), meant to keep Serrenna locked deep in the bowels of the mine.

Tactics: On the first round, the bodyguards close with the characters in melee while Rez-zomar changes into his rat-goblin hybrid form. In this form his armor stretches at the seams, but still holds (he had it built too big). On the second round, Rez-zomar joins the battle and attempts to attack any archers and spellcasters first, removing them from combat. Battle continues until either Rez-zomar or all of the characters are dead. Rez-zomar and his bodyguards chase characters from the

room and through this entire level. Only Rez-zomar will go down the locked iron grate.

Rez-zomar the Goblin Chieftain, male wererat goblin (Goblin form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8+1 plus 1d8+2; hp 12; Init +1, Spd 30 ft.; AC 19, touch 12, flat-footed 18; Base Atk +1; Grp -3; Atk/Full Atk Masterwork handaxe +4 melee (1d4/x3); SQ Alternate form, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +3, Will +1; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 6.

Skills and Feats: Climb +9, Hide +7, Listen +4, Move Silently +7, Ride +7, Spot +4, Swim +9; Alertness, Iron Will, Weapon Finesse.

Possessions: Studded leather armor +1, masterwork light steel shield, masterwork handaxe, key to area 1-9, and miscellaneous coins.

Rez-zomar the Goblin Chieftain, male wererat goblin (Dire rat form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8+1 plus 1d8+2; hp 12; Init +4, Spd 40 ft., climb 20 ft.; AC 18, touch 15, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Bite +6 melee (1d4 plus disease); SA Disease (Fort DC 11, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +6, Ref +6, Will +1; Str 11, Dex 19, Con 14, Int 10, Wis 11, Cha 6.

Skills and Feats: Climb +12, Hide +10, Listen +4, Move Silently +10, Spot +4, Swim +12; Alertness, Iron

Will, Weapon Finesse.

Rez-zomar the Goblin Chieftain, male wererat goblin (Hybrid form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8+1 plus 1d8+2; hp 12; Init +4, Spd 30 ft.; AC 23, touch 15, flat-footed 19; Base Atk +1; Grp -3; Atk Masterwork handaxe +7 melee (1d4/x3) or claw +6 melee (1d3); Full Atk Masterwork handaxe +7 melee (1d4/x3) and bite +1 melee (1d4), or 2 claws +6 melee (1d3) and bite +1 melee (1d4); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +6, Ref +6, Will +1; Str 11, Dex 19, Con 14, Int 10, Wis 11, Cha 6.

Skills and Feats: Climb +12, Hide +10, Listen +4, Move Silently +10, Ride +10, Spot +4, Swim +12; Alertness, Iron Will, Weapon Finesse.

Possessions: Studded leather armor +1, masterwork light steel shield, masterwork handaxe, key to area 1-9, and miscellaneous coins.

Goblin Bodyguards (2): Small humanoid (goblinoid); CR 1; HD 1d8+3; hp 9, 11; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +1; Grp -2; Atk/Full Atk Shortspear +3 melee (1d4+1/x3); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +2, Will +0; Str 13, Dex 15, Con 16, Int 8, Wis 11, Cha 11.

Skills and Feats: Handle Animal +2, Hide +5, Move Silently +5, Ride +6; Track.

Possessions: Studded leather armor, shortspear, and miscellaneous coins.

Abandoned Silver Mine, Level 2: Goblin Warrens

All halls are 10 feet wide and 8 feet high, made of rough stone. Rooms on this level are 8 feet high where the ceiling meets the walls, and 10 to 11 feet high in the center of the room. Each wall on this level is considered to be unworked stone and all doors are considered to be simple wooden doors with the following game statistics, unless otherwise noted in the room text:

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Simple Wooden Door: 1 inch thick; hardness 5; hp 10; Break DC 13 (stuck), 15 (locked).

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters come across a random encounter while in a corridor or in an empty room. This chance is increased by +5% if the characters are not being cautious or are making noise, and a +10% chance if they are yelling and causing loud noises (example – knocking over tables, breaking down a door, etc.). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1-3	4 normal goblins (EL 1)
4-5	2 dire rats (EL 1)
6	4 human commoner zombies (EL 2)

The following stat blocks are provided for easy reference.

Goblins (4): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +1; Grp -3; Atk/Full Atk Handaxe +2 melee (1d4/x3) or dagger +3 ranged (1d3, 19-20/x2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Ride +4, Spot +2; Alertness.

Possessions: Handaxe, dagger, light wooden shield, studded leather armor, and miscellaneous coins.

Dire Rats (2): Small animal; CR 1/3; HD 1d8+1; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease (Fort DC 11, filth fever); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Swim +11; Alertness, Weapon Finesse.

Human Commoner Zombies (4): Medium undead; CR 1/2; HD 2d12+3; Init -1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Areas of the Map

Area 2-1 – The Way Up/Guardroom (EL 2): Characters coming down the ladder from area 1-18 may hear the goblins in this room before they enter through the hole in the ceiling. This will give the party opportunity to prepare for combat against the goblins and possibly catch them by surprise. Characters must succeed in a Listen skill check (DC 14) to hear the goblins below. Once this is done, read or paraphrase the following:

The ladder down empties into a 30-foot by 50-foot room. There are cards and dice on the floor near the straw mats that the seven occupants of the room are now lying on.

If the characters made it down the ladder without the goblins hearing them (a contested Move Silently skill against the goblins' Listen skill), they will have one free round to do as they see fit before the goblins can get up to defend themselves. If any of the goblins succeeded at hearing the characters as they came down the ladder, run the combat normally.

The only exits from this room are the door in the southern wall and the ladder going up to area 1-18.

Tactics: These goblins are the first line of this level's defense. They will not run from combat, even if a great number of them are killed.

Goblins (7): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 2 (x2), 3, 4 (x2), 6, 7; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +1; Grp -3; Atk/Full Atk Short sword +2 melee (1d4, 19-20/x2) or dagger +3 ranged (1d3, 19-20/x2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Ride +4, Spot +2; Alertness.

Possessions: Short sword, dagger, light wooden shield, studded leather armor, and miscellaneous coins.

Area 2-2 – Guardroom (EL 2): Read or paraphrase the following:

Eight goblins stand around an open fire in the middle of this 40-foot by 30-foot room. They are talking quietly when they turn, as a group, to see who is entering the door. One points at you and screams, "E'rathra!" before they all join him in pulling out their weapons and attacking!

These eight goblins are not talking about anything that would concern most adventuring parties. It is up to the Game Master to plant any seeds to further adventures in this location, if he wishes (example – the goblins could be talking about a shipment of gold going to Archbridge they heard about from some of the captives from an earlier raid).

Tactics: These goblins know their young and females are at stake if they cannot defend this level from intruders. They are suicidal in their devotion to this fight and

will not flee from battle. If the characters flee from the room, these goblins give chase.

Goblins (8): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 2, 4 (x2), 6, 7 (x3), 9; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +1; Grp -3; Atk/Full Atk Short sword +2 melee (1d4, 19-20/x2) or dagger +3 ranged (1d3, 19-20/x2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Ride +4, Spot +2; Alertness.

Possessions: Short sword, dagger, light wooden shield, studded leather armor, and miscellaneous coins.

Area 2-3 – Guardroom (EL 1): Read or paraphrase the following:

This 50-foot by 30-foot room houses four goblins, sitting quietly in deep contemplation. They are all facing the door as you open it. As one unit they nod at you and stand up, short swords at the ready and waiting to do battle with you.

These goblins are taking the time between caravan raids to contemplate the teachings of their new gods, the rat gods Narrimunth, Lord of Disease, and Nimlurun, Lord of Filth. Seeing the door opening brings these zealots back from their meditation.

Tactics: As with areas 2-1 and 2-2, these goblins join in melee and fight to the death. They give chase to any character that flees, capturing those that are unconscious to give to their new gods as sacrifices.

Goblins (4): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 2, 4, 6, 7; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +1; Grp -3; Atk/Full Atk Short sword +2 melee (1d4, 19-20/x2) or dagger +3 ranged (1d3, 19-20/x2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Ride +4, Spot +2; Alertness.

Possessions: Short sword, dagger, light wooden shield, studded leather armor, and miscellaneous coins.

Area 2-4 – Family Room (EL 0): Read or paraphrase the following:

This 40-foot by 40-foot room looks to be a large sleeping area for the goblin tribe that lives here. Young goblins run in every direction, with female goblins chasing after them. One female goblin screams at the top of her lungs and points at you. Every female and young goblin in this room stops what they are doing, curls into the fetal position, and screams.

These are the females and young of the goblin tribe. They are all non-combatants and do not know how to defend themselves. Good-aligned characters should be penalized for killing these pitiful creatures at 10 XP per point of damage inflicted on them. The females do not defend themselves, or the young. This is the goblin's

mindset of "survival of the fittest," and they continue to scream until the characters leave the room. A Diplomacy skill check (DC 15) or a bard's ability to control emotional situations could calm the female and young goblins to a low whimper.

There is a 30% chance that the screams of the females and young goblins will attract the attention of 2d6 normal goblins, who come running ready for battle against the intruders attacking their home.

The females know nothing of the caravan raids and wererat goblins, and the young are too small to understand what is happening around them.

Female Goblins (8): Small humanoid (goblinoid); CR 1/4; HD 1d8; hp 1, 2 (x3), 5, 7, 8 (x2); Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +0; Grp -6; Atk/Full Atk Unarmed strike -1 melee (1d2-2 nonlethal); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +4, Move Silently +7, Spot +4; Alertness.

Young Goblins (4): Tiny humanoid (goblinoid); CR 1/8; HD 1d8-1; hp 1 (x2), 2 (x2); Init +0, Spd 20 ft.; AC 12, touch 12, flat-footed 12; Base Atk +0; Grp -11; Atk/Full Atk Unarmed strike -1 melee (1d2-3 nonlethal); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +0, Will -1; Str 4, Dex 10, Con 8, Int 10, Wis 8, Cha 8.

Skills and Feats: Hide +10, Listen +3, Move Silently +6, Spot +3; Alertness.

Area 2-5 – Barracks (EL 4): Read or paraphrase the following:

This 30-foot by 40-foot room is decorated with the grisly remnants of past victims of the goblins' caravan raids. Skeletal heads and disembodied limbs hang from the walls. Two hairy goblins sit at a small, round table drinking from tankards and eating some kind of meat on dented tin plates. They look up at you, pulling their naked weapons from beneath the table as they begin to grow and change form!

These goblins are wererat goblins employed by Lawrence to raid silver caravans traveling from the town of Silverton. These two have been on every raid since they settled in the abandoned mine and are convinced that the lycanthropy they have contracted from Lawrence makes them immortal. They have changed into their hybrid form in an attempt to scare the characters.

Tactics: These wererat goblins have never felt the burn of a silvered weapon. They realize that such weapons do exist and seek to avoid contact with a character using them. If the characters die here, they will be brought to Narzy Hilspek for reanimation as undead.

Wererat Goblins (2) (Goblin form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7, 10; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Handaxe +2 melee (1d4/x3); SQ Alternate form, darkvision 60 ft., low-light

vision, rat empathy, scent; AL LE; SV Fort +2, Ref +0, Will +2; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Hide +5, Listen +2, Move Silently +5, Ride +4, Search +2, Spot +2, Swim +6; Iron Will, Multiattack, Weapon Finesse.

Possessions: Handaxe, light steel shield, and miscellaneous coins.

Wererat Goblins (2) (Dire rat form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7, 10; Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Bite +5 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Wererat Goblins (2) (Hybrid form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7, 10; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +1; Grp -3; Atk Handaxe +5 melee (1d4/x3) or claw +5 melee (1d3); Full Atk Handaxe +5 melee (1d4/x3) and bite +3 melee (1d4 plus disease), or 2 claws +5 melee (1d3) and bite +3 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Hide +8, Listen +2, Move Silently +8, Ride +7, Search +2, Spot +2, Swim +9; Iron Will, Multiattack, Weapon Finesse.

Possessions: Handaxe, light steel shield, and miscellaneous coins.

Area 2-6 – Guardroom (EL 3): Read or paraphrase the following:

Four goblins are playing at dice against the south wall of this 40-foot by 50-foot room. They seem totally unaware of your entrance.

The characters must make a successful Move Silently skill check against the goblins' Listen skill check in order to sneak up on them. These goblins are so engaged in their game of dice that they didn't hear the door open.

Tactics: If the goblins notice the characters before they can be attacked, they pick up their weapons and charge across the room at them, throwing their daggers at the party as they go. The wererat goblin changes to his hybrid form and then joins the normal goblins in their attack.

Goblins (3): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 2, 6, 9; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +1; Grp -3; Atk/Full Atk Short sword +2 melee (1d4, 19-20/x2) or dagger +3 ranged (1d3, 19-20/x2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Ride +4, Spot +2; Alertness.

Possessions: Short sword, dagger, light wooden shield, studded leather armor, and miscellaneous coins.

Wererat Goblin (Goblin form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Handaxe +2 melee (1d4/x3); SQ Alternate form, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +2, Ref +0, Will +2; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Hide +5, Listen +2, Move Silently +5, Ride +4, Search +2, Spot +2, Swim +6; Iron Will, Multiattack, Weapon Finesse.

Possessions: Handaxe, light steel shield, and miscellaneous coins.

Wererat Goblin (Dire rat form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9; Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Bite +5 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Wererat Goblin (Hybrid form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +1; Grp -3; Atk Handaxe +5 melee (1d4/x3) or claw +5 melee (1d3); Full Atk Handaxe +5 melee (1d4/x3) and bite +3 melee (1d4 plus disease), or 2 claws +5 melee (1d3) and bite +3 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Hide +8, Listen +2, Move Silently +8, Ride +7, Search +2, Spot +2, Swim +9; Iron Will, Multiattack, Weapon Finesse.

Possessions: Handaxe, light steel shield, and miscellaneous coins.



Area 2-7 – Secret Chamber #1 (EL 2): Noticing the door to this secret room requires a Search or Spot skill check (DC 20). Once the door has been found, it is easily opened – but it's trapped. The spear trap connected to this door fires a spear from the south wall of the hallway, opposite the door. The trap must be disarmed to safely open the door. Read or paraphrase the following when the characters open the door:

The secret door slides with a click up into the ceiling of this 30-foot by 50-foot room. The room is filled with dust and old cobwebs. It looks like this room hasn't been used in some time.

There is a loose stone in the western wall (Search or Spot skill check, DC 23) that contains a small tarnished gold ring with a scroll tied to it by a faded blue ribbon. This scroll is players' handout C, and the ring is the same one mentioned on the scroll. The ring is worth 10 gp.

The current inhabitants do not know about this room and there is nothing else of value here.

Spear Trap: CR 1; +12 ranged (1d8/x3); Search (DC 20); Disable Device (DC 20). *Note:* 200-ft. max range, target determined randomly from those in its path.

Area 2-8 – Feast Hall: Read or paraphrase the following:

A large empty table surrounded by 20 high-backed chairs is all that is in this 20-foot by 40-foot room. The odors of pungent and stale beer can be smelled, as well as the rotting bits of meat all over the floor.

This is the goblins' main feast hall. It is currently empty and has nothing of value within it.

Area 2-9 – Daycare (EL 0): Read or paraphrase the following:

Nine young goblin males and females play under the watchful eye of an old goblin female. She surveys this 40-foot by 30-foot room for any signs of trouble. Spotting you, she screams at the top of her lungs and tries to gather the children together to huddle in a corner of the room far from you.

Treat this female goblin and these young goblins like those found in area 2-4. There is nothing else of interest in this room.

Female Goblin: Small humanoid (goblinoid); CR 1/4; HD 1d8; hp 5; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +0; Grp -6; Atk/Full Atk Unarmed strike -1 melee (1d2-2 nonlethal); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +4, Move Silently +7, Spot +4; Alertness.

Young Goblins (9): Tiny humanoid (goblinoid); CR 1/8; HD 1d8-1; hp 1 (x4), 2 (x4), 3; Init +0, Spd 20 ft.; AC 12, touch 12, flat-footed 12; Base Atk +0; Grp -11; Atk/Full Atk Unarmed strike -1 melee (1d2-3 nonlethal); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +0, Will -1; Str

4, Dex 10, Con 8, Int 10, Wis 8, Cha 8.

Skills and Feats: Hide +10, Listen +3, Move Silently +6, Spot +3; Alertness.

Area 2-10 – Family Room (EL 0): Read or paraphrase the following:

This 40-foot by 40-foot room looks like it is a common sleeping room for the bulk of the goblin tribe. Six female goblins work around the room, gathering clothes and old scraps of food. When they see you, they begin to scream in terror!

Treat these female goblins like those found in area 2-4. There is nothing else of interest in this room.

Female Goblins (6): Small humanoid (goblinoid); CR 1/4; HD 1d8; hp 1 (x2), 2 (x2), 5, 7; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +0; Grp -6; Atk/Full Atk Unarmed strike -1 melee (1d2-2 nonlethal); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +4, Move Silently +7, Spot +4; Alertness.

Area 2-11 – Secret Chamber #2: Finding the secret door to this room requires a Search or Spot skill check (DC 17). Once the door has been discovered, it can be opened with no problems. After the door is opened, read or paraphrase the following:

The secret door opens to reveal the site of an ancient cave-in in this 50-foot by 30-foot room. A small, white skeleton can be seen against the east wall, half buried in the debris.

A Search skill check (DC 18) reveals players' handout D near the half-buried skeleton of a halfling miner who died over 100 years ago in this cave-in. Also discovered is an old scroll that relates the story of the uncovering of the ancient evil spirit in the mine (as told in the History of Silverton entry in the Background Story section).

Area 2-12 – Torture Room (EL 4): There are two doors that the characters may use to enter this room, the one in the east wall and the one in the west wall. No matter which door the characters use, read or paraphrase the following:

This 50-foot by 40-foot room is filled to the brim with torture devices of all sorts. A rusty iron maiden stands in the northwest corner, while an inclined stretching rack takes up the center of the room. A large goblin wielding a whip and wearing black studded leather armor is ordering three smaller goblins to clean and polish the odd assortment of equipment in the room.

The Torturer is the leader of these goblins. He is so engrossed with his bossy work that he does not notice the characters' entrance, unless they make a great deal of noise. The characters may roll a contested Move Silently check against the goblins' Listen skill in order to sneak up on them.

Tactics: The Torturer enjoys tormenting his victims. He uses a long whip in dealing out damage and aims to

keep any spellcasters in the party from casting their spells, while his goblins attempt to bring down the fighters of the party. This group is remarkably well organized and attacks in a unified group.

Goblins (3): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 5, 6, 9; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Club +2 melee (1d4); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Club, studded leather armor, and miscellaneous coins.

The Torturer, male goblin Ftr2: Small humanoid (goblinoid); CR 2; HD 2d10; hp 19; Init +8; Spd 30 ft.; AC 18, touch 15, flat-footed 14; Base Atk +2; Grp -2; Atk/Full Atk Whip +3 melee (1d2 nonlethal); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will -2; Str 11, Dex 18, Con 11, Int 11, Wis 6, Cha 9.

Skills and Feats: Bluff +1, Heal +1, Move Silently +7, Profession (torturer) +4, Ride +8; Exotic Weapon Proficiency (whip), Great Fortitude, Improved Initiative.

Possessions: Whip, studded leather armor, and miscellaneous coins.

Area 2-13 – Holding Cell: If any of the characters are captured or if the party is brought to negative hit points, they awaken in this room stripped of all of their possessions. Read or paraphrase the following, if this should happen:

You awaken with a start from a dreamless and pain-filled sleep to find yourself in a 20-foot by 40-foot cell of some kind. Old moldy straw covers the floor and the only furnishings are a bucket and a wooden tray. The strong wooden door appears to be locked from the outside. It looks like you have been captured!

The wooden door is not nearly as strong as what the characters may believe and is locked with a poor quality lock (Open Lock, DC 15). The characters may also get resourceful and attempt to look for something to help them escape from the room. A Search skill check (DC 18) reveals a small piece of wire that can serve as a lock pick at a -2 penalty to their Open Lock skill check.

Area 2-14 – The Jailer's Room (EL 4): Read or paraphrase the following:

This 40-foot by 50-foot room appears to be the personal apartment of a well-respected member of the goblin tribe. A large bed stands against the north wall of the room with a small overturned wooden box as a side table. On the eastern side of the room are a table and several wooden bins with lids. A goblin dressed in leather armor is hunched over the table, sitting on a stool with his back to the door. A grizzled and torn ear can be seen on the right side of his head.

The Jailer was once the sub-chief for this goblin tribe. He was spared Lawrence's lycanthropy curse due to his



obvious intelligence and skills as a negotiator and interrogator.

If the characters were captured and are without their equipment, the bins by the table on the eastern side of the room are where their packs and equipment are located. A Search skill check (DC 15) reveals a locked wooden box (Open Lock, DC 15) containing four *potions of cure light wounds* on a high shelf on the south wall.

The Jailer, male goblin Exp1/Ftr2: Small humanoid (goblinoid); CR 2; HD 1d6+2d10+3; hp 17; Init +3; Spd 30 ft.; AC 16, touch 14, flat-footed 13; Base Atk +2, Grp -2; Atk/Full Atk Club +4 melee (1d4+1); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +2; Str 10, Dex 16, Con 13, Int 17, Wis 11, Cha 9.

Languages Known: Common, Giant, Goblin, Orc, Undercommon.

Skills and Feats: Diplomacy +2, Heal 3, Hide +10, Intimidate +4, Knowledge (arcana) +6, Knowledge (nature) +7, Knowledge (religion) +9, Knowledge (tribal history) +8, Listen +3, Move Silently +12, Ride +10, Sense Motive +3, Spot +3; Combat Reflexes, Skill Focus (Knowledge (religion)), Track.

Possessions: +1 club, leather armor, and miscellaneous coins.

Area 2-15 – Secret Chamber #3 (EL 2): The secret door to this hidden chamber is well concealed in the rock wall. A successful Search or Spot skill check (DC 20) is required to find the hidden entrance. Once the door is found and opened, read or paraphrase the following:

The hidden door opens to reveal a 20-foot by 30-

foot room that seems lost to time. A thick layer of dust covers the entire room, including the eight skeletons that lie scattered around. These skeletons look like they were killed by violent means.

After a few moments, the sound of rattling begins to fill the room. The skeletons are standing up!

These skeletons were once miners that were captured and killed by Serrenna. They were animated and left in this room to fend off any attackers that would come to disturb Serrenna while she slowly regained her power. She was then put back in her prison deep in the mine (see area 4-2). A Search check (DC 18) uncovers players' handout E under some rubble in the northeast corner of the room.

Human Commoner Skeletons (8): Medium undead; CR 1/3; HD 1d12; hp 1, 2, 4, 6, 9 (x2), 11, 12; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +0; Grp +0; Atk Rusty light pick +0 melee (1d4/x4) or claw +0 melee (1d4); Full Atk Rusty light pick +0 melee (1d4/x4) or 2 claws +0 melee (1d4); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Area 2-16 – Temple of the Rat Gods (EL 5): Read or paraphrase the following:

Entering through the east wall into this 40-foot by 50-foot room is like walking from sanity into insanity. Hanging drapes and bolts of moldy cloth of dif-

ferent colors and types cover this chamber. Two large statues flank a black altar against the western wall. The statues appear to be two large goblin-ratman hybrids that hold large axes and wear studded leather armor. These statues can only be the edifices of the great and terrible rat gods that this tribe of goblins worships.

Kneeling in front of the altar are two goblins dressed in the vestments of the unholy order of the rat gods. They turn at your entrance, and smile a sickly sweet smile.

“Do you come to confess your sins at the altar of the most venerated Narrimunth and holy Nimlurun?” they ask in unison. “We can sense your transgressions and believe that you must be purified!”

The statues and altar are made from granite (each statue is worth 500 gp and weighs 750 pounds), while the drapes are made of nearly every cloth imaginable and are worthless. The statues are dedicated to the evil rat gods that these goblins worship and the goblin clerics that have turned to face the characters seem to act in total harmony with each other.

Tactics: The clerics draw out their light flails and attack the characters, concentrating their attacks on the strongest fighter or cleric first. They continue to use their flails, only using their spells to either counter a divine caster in the party or to heal themselves.

Goblin 3rd-Level Clerics (Narrimunth, Nimlurun) (2): Small humanoid (goblinoid); CR 3; HD 3d8+3; hp 16, 21; Init +2, Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +2; Grp -2; Atk/Full Atk Light flail +4 melee (1d6); SA Rebuke undead, smite (+4 to hit, +3 to damage, 1/day), spells; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +3, Will +6; Str 11, Dex 14, Con 13, Int 11, Wis 16, Cha 11.

Skills and Feats: Disguise +2, Knowledge (religion) +4, Move Silently +7, Ride +6, Spellcraft +5; Dodge, Quicken Spell, Weapon Focus (light flail), Weapon Proficiency (light flail)

Possessions: Masterwork silver light flail, light wooden shield, *bracers of armor* +1, unholy symbol, and miscellaneous coins.

Cleric Domains: Destruction, War.

Cleric Spells Prepared (4/3+1/2+1; save DC 13 + spell level; * indicates domain spell): 0-level – *cure minor wounds, detect magic, guidance, virtue*; 1st-level – *cure light wounds, doom, magic weapon**, *protection from good*; 2nd-level – *bull’s strength, darkness, shatter**

Area 2-17 – Silver Storage #1 (EL 1): Read or paraphrase the following:

Two goblins sit on top of a large crate in the southeast corner of this 50-foot by 50-foot room. They are sweating and panting hard from the physical labor of moving the crate across the room, as can be attested to by the drag marks going from the center of the room to where the crate labeled “Soulgrave Silver Coalition” rests. They look up with weary eyes before drawing long daggers from their

belts to throw them at you.

The crate that the goblins were sitting on contains 500 gold pieces worth of stolen silver ore. The combined weight of the ore and crate is over 500 pounds.

Tactics: These goblins are tired, but ready for a fight. They throw their daggers at the party as they run across the room. By the time they reach the party for melee, they have their axes drawn and are ready to do battle.

Goblins (2): Small humanoid (goblinoid); CR 1/3; HD 1d8+1; hp 6, 9; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 15; Base Atk +1; Grp -3; Atk/Full Atk Handaxe +2 melee (1d4/x3) or dagger +3 ranged (1d3, 19-20/x2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Ride +4, Spot +2; Alertness.

Possessions: Handaxe, dagger, light wooden shield, studded leather armor, and miscellaneous coins.

Area 2-18 – Guardroom (EL 4): Read or paraphrase the following:

This 30-foot by 50-foot room appears to be a guardroom of some type. A single table with two small chairs is the room’s only furnishings. Two hairy goblins are playing cards at the table, each with a large rat sitting on his lap. They turn at the sound of the door.

“Intruders!” they shout in chorus. As the rats jump to the floor, the goblins leap up with naked axes in hand.

There are three dire rats and two wererat goblins in this room. They attack any non-goblin they encounter, except for Lawrence and Narzy. When they hear the door squeak open, they command their dire rats to attack, two from their laps and a larger one from under the table.

Tactics: These rats and wererat goblins are here to keep the peace on this level between the other normal goblins and the wererat versions. As such, they are ready to do battle in the blink of an eye and come to bear in melee combat as quickly as they can, focusing all of their efforts on the biggest fighter in the group. The rats also join melee combat and attack anyone near them. These wererat goblins wish to be taken from this duty and given a more important task (such as raiding the caravans). To this end they attempt to capture any spellcasters in the party, taking them to Lawrence to become lycanthropes themselves.

Dire Rats (3): Small animal; CR 1/3; HD 1d8+1; hp 2, 4, 9; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease (Fort DC 11, filth fever); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Swim +11; Alertness, Weapon Finesse.

Wererat Goblins (2) (Goblin form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7, 10; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Handaxe +2 melee (1d4/x3); SQ Alternate form, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +2, Ref +0, Will +2; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Hide +5, Listen +2, Move Silently +5, Ride +4, Search +2, Spot +2, Swim +6; Iron Will, Multiattack, Weapon Finesse.

Possessions: Handaxe, light steel shield, and miscellaneous coins.

Wererat Goblins (2) (Dire rat form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7, 10; Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Bite +5 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Wererat Goblins (2) (Hybrid form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7, 10; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +1; Grp -3; Atk Handaxe +5 melee (1d4/x3) or claw +5 melee (1d3); Full Atk Handaxe +5 melee (1d4/x3) and bite +3 melee (1d4 plus disease), or 2 claws +5 melee (1d3) and bite +3 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Hide +8, Listen +2, Move Silently +8, Ride +7, Search +2, Spot +2, Swim +9; Iron Will, Multiattack, Weapon Finesse.

Possessions: Handaxe, light steel shield, and miscellaneous coins.

Area 2-19 – Secret Chamber #4: To enter this room, the characters must first find the secret door. This requires a successful Search or Spot skill check (DC 18) to locate the door. Once the door has been located and opened, read or paraphrase the following:

The secret door slides off to the right and into the wall silently to reveal a 20-foot by 20-foot room. The floor is covered in the rocky debris of a recent cave-in. The north wall appears to have a scrawled message on it, partially covered by the debris.

The cave-in that caused all of the debris in this room happened a week before the goblins moved into the mine. The current inhabitants do not know of this room's existence, but Narzy Hilspek believes that a room like this does exist on this level and would pay a handsome reward if its existence were made known to him.

Careful and thorough characters that search the room may be able to find the one treasure in the room. A

Search skill check (DC 18) produces an *amulet of protection from evil* (allowing the wearer to cast the spell once per day as a 3rd-level cleric) left here by a member of the clergy that attempted to lock Serrenna back into her underground tomb.

A message, scrawled in blood along the bottom of the north wall, is partially covered by debris. This message reads:

“Know ye who enter here that this place is as cursed as Jasper Gannu himself. Leave now lest you waken the evil of ancient times and it comes for your immortal soul.”

Area 2-20 – The Zombie Closet (EL 1): Read or paraphrase the following:

This small 20-foot by 20-foot room is more of a storage closet than a room. Numerous partially assembled human and dwarven bodies hang from hooks around the room. Arms and legs litter the floor with a rack of heads against the north wall.

This is where the goblin bandits bring their defeated foes to be animated as zombies. There are currently four animated zombies in the room that activate when the characters enter. There are enough body parts in the room to create four more zombies. The animated zombies chase the characters out of the room if they flee.

Human Commoner Zombies (4): Medium undead; CR 1/2; HD 2d12+3; Init -1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Damage reduction 5/slash, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Area 2-21 – Silver Storage #2 (EL 2): Read or paraphrase the following:

This 40-foot by 50-foot room contains a great number of crates with red lettering reading “Archbridge Mining Guild” across their sides. A single goblin wearing long robes and broken spectacles walks around the room opening crates and writing on a piece of paper. He turns at the sound of the door opening and looks over at you.

“So the humans want their silver back, eh? What about the earth itself? Do you think it is any less lacking in want to have it back?” he questions in a huffy tone and he drops the quill and paper to reach for his dagger.

The goblin that is taking inventory of the room is G'zogah the wizard. He is renowned in his tribe for having a quick wit and a chaotic personality. G'zogah is attempting to defend the stolen silver ore from the characters and will not run from this fight, even if it means his death. He is wholly insane and cannot be reasoned with.

In the numerous crates is a total worth of 1,500 gold

pieces of silver ore. This amount of ore weighs over 1,800 pounds and is divided equally amongst the 15 crates in the room.

Tactics: G'zogah starts off the battle by throwing his *magic missile* spell at any obvious spellcaster. He follows up on the next round by pulling out his *wand of magic missiles* and using it on anyone who tries to engage him in melee. He dodges in and out of the crates in the room, hoping he will not be found (Hide +9) and attacking with his wand or spells as an ambush.

G'zogah, male goblin Wiz2: Small humanoid (goblinoid); CR 2; HD 2d4+6; hp 14; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp -3; Atk/Full Atk Masterwork silver dagger +2 melee (1d3, 19-20/x2) or masterwork silver dagger +5 ranged (1d3, 19-20/x3); SA Spells; SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 17, Con 17, Int 16, Wis 16, Cha 5.

Languages Known: Abyssal, Common, Draconic, Goblin, Orc.

Skills and Feats: Appraise +4, Balance +5, Concentration +8, Disable Device +5, Hide +7, Knowledge (arcana) +8, Listen +8, Move Silently +7, Ride +7, Spot +8; Alertness, Scribe Scroll.

Possessions: Masterwork silver dagger, spellbook, *wand of magic missile* (16 charges, caster level 3), and miscellaneous coins.

Wizard Spells Known (4/3 per day, save DC 13 + spell level, spells marked with an * are currently prepared): 0-level – *arcane mark, dancing lights, daze*, detect magic*, detect poison, disrupt undead, flare*, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost*, read magic, resistance*; 1st-level – *burning hands*, identify, mage armor*, magic missile*, obscuring mist, silent image*.

Area 2-22 – Secret Chamber #5 (EL 3): The secret entrance to this room is well hidden. A successful Search or Spot skill check (DC 16) is required to find the hidden door. If the door is found and opened, read or paraphrase the following:

The secret door creaks opens to reveal a 40-foot by 20-foot room, littered with stone and wooden fragments that appear to be the work of an old cave-in.

The creaking noise of the door forces a wandering monster check at 25%. If no encounter is indicated, the characters may continue into this room. The debris on the floor is from a cave-in that happened nearly 20 years ago. The goblins and wererats never found this secret room and don't know of its existence.

In the center of the room is a covered mine shaft that goes down to area 3-2. Because of the fallen stones and beams, this shaft is hidden and treated as a covered pit trap. The pit opens into an inclined chute, so characters who fall are not injured too badly and can climb back up (Climb check, DC 15). If any character falls in, they are deposited in area 3-2 with everything they were carrying. This could separate the party.

Pit Trap (60 ft. deep): CR 1; no attack roll necessary



(1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Area 2-23 – Silver Storage #3: Read or paraphrase the following:

A small open crate stands in the center of this 30-foot by 50-foot room. From the door the contents of the crate can be seen: silver ore.

This is one of the rooms used to store any silver ore that is either stolen from the caravans or mined from below. The crate that stands open is filled with 250 gold pieces of raw silver ore weighing nearly 150 pounds.

Area 2-24 – Trading Office/The Way Down: Read or paraphrase the following:

This 50-foot by 30-foot room looks to be a very large office. Numerous crates rest in the northwestern corner of the room stacked three high to the ceiling. A desk sits in the southwestern corner, papers and books covering its surface.

This is the trading office for Lawrence and Narzy's silver mining operation. They have been keeping detailed records of their thefts and sales over the last few weeks. A Search skill check (DC 13) produces a series of papers detailing the mining operation and trade of the zombie-mined silver from level 3. The numerous crates stacked in the corner are empty and waiting to be filled by the next shipment of silver ore.

The dead end corridor to the east of this room ends in a long shaft that goes straight down to area 3-1. This shaft is used by the large elevator that brings up crates of silver ore from below. A single winch mechanism operates the elevator and can be used to retrieve the platform from below. Cranking the elevator up to this level takes 10 minutes of work.

Abandoned Silver Mine, Level 3: The Zombie Mines

All corridors and rooms on this level are 8 to 10 feet high. The walls are made from the same bedrock that the other levels are made from. Doors are made of solid stone, nearly six inches thick, and slide up into the door jam when opened. Locks for these doors are located on the inside of the door and a hidden latch (Search or Spot check, DC 18) may be located on the outside of the door to open it. The doors are considered to have the following game statistics:

Stone Door: 4 inches thick; hardness 8; hp 60; Break DC 28 (stuck), 28 (locked).

Zombies are mining this level constantly, providing a –2 penalty to all Listen skill checks that may be required by the characters due to the constant noise echoing down every corridor and room. However, the characters also receive a +2 bonus to Move Silently skill checks. Unless otherwise stated in the room description, all characters have these bonuses and penalties.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters come across a random encounter while in a corridor or in an empty room. This chance is increased by +5% if the characters are not being cautious or are making noise, and a +10% chance if they are yelling and causing loud noises (example – knocking over tables, breaking down a door, etc.). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1-3	4 zombies (EL 2)
4-5	2 ogre skeletons (EL 2)
6	4 ogre zombies (EL 4)

The following stat blocks are provided for easy reference.

Human Commoner Zombies (4): Medium undead; CR 1/2; HD 2d12+3; Init -1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness.

Ogre Skeletons (2): Large undead; CR 2; HD 4d12; Init +4; Spd 40 ft.; AC 11, touch 9, flat-footed 11; Base Atk +2; Grp +11; Atk Claw +6 melee (1d6+5); Full Atk 2 claws +6 melee (1d6+5); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +1, Will +4; Str 21, Dex 10, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Ogre Zombies (4): Large undead; CR 3; HD 8d12+3; Init -2; Spd 40 ft. (can't run); AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk/Full Atk Slam +9 melee (1d8+9); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness.

Shovels as Weapons

The shovels used by the zombies of this level of the mine can also be used as weapons. These shovels and spades are easily found at any gear shop.

Shovel: Simple Melee Weapon; Cost 2 gp; Damage 1d8; Critical x2; Weight 8 lbs.; Type Bludgeoning.

Areas of the Map

Area 3-1 – The Way Up/Zombie Miners (EL 3): Read or paraphrase the following:

The sounds of picks and shovels hammering into rock from below echoes up the lift's shaft and can be heard long before reaching the bottom. As the floor of the lift breaches the ceiling of the third level of the abandoned mine, the scent of the dead assaults your senses.

This large, 30-foot by 40-foot room contains piles of broken stone, a light covering of silvery dust, and six beings that slowly move around the room. Four of these beings look like human corpses with their pale flesh hanging from their bodies. The other two beings look like large badgers that have been heavily damaged.

As the lift touches down on the floor, the beings slowly turn to regard you with sunken, glowing red eyes in their rotting faces. "Intruders!" they say in raspy and gasping voices as they begin shambling towards you.

The six beings in this room are zombies. The humans were once miners that worked in some of the silver mines to the west of the town and were captured by Lawrence's goblins. The other two are zombie badgers. These creatures were summoned by gnome druids to locate and kill Narzy, but he eliminated them first.

There is a single door leading out of the room to the south, and an automated lift standing at the ready in the southwestern corner of the room. The lift goes up to the hallway, east of area 2-24.

A short way down the corridor to the south of this room, the corridor turns east and is bisected by a rail line. Characters must roll a Listen or Spot skill check when reaching this intersection (DC 20) to notice a mining cart full of ore speeding from north to south. If the character fails the check, a Reflex save with a –2 penalty (DC 18) is needed to get out of the way of the car; those who make their skill check gain a +2 bonus to this save. Those who fail their Reflex save take 3d4 points of damage as the ore cart crashes into them. The ore cart carries 150 pounds of silver ore, worth 50 gp.

If the characters follow the rail tracks, they find two more carts along the way. Except for a slight slope at the crossing outside area 3-1, the tracks are level.

Tactics: The zombies of this room are unthinking monsters. They have been commanded by Narzy to mine ore, bring it to this room, and to attack and kill intruders to this level. The zombies pursue the characters out of the door and through the rest of this level, but they will not attempt to follow characters going up the lift. These zombies fight to the death.

Zombies (4 human commoners and 2 badgers): Medium undead; CR 1/2; HD 2d12+3; hp 10, 13, 14, 15, 16, 17; Init -1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Area 3-2 – Storage Room: Read or paraphrase the following:

The door to this 40-foot by 20-foot room is not locked. Guttering torches rest in ancient sconces and provide little light to illuminate the numerous boxes, crates, and barrels stacked around the room. Eerie-looking shadows play and dance across the walls from this light.

Characters may search the room and discover that there are six crates filled with shovels, eight boxes of light picks, two boxes of heavy picks, and numerous barrels of lamp oil. Other than the crates of mining equipment, there is nothing of value here.

The door to the east is unlocked and there is a large hole in the northwestern corner's ceiling. This hole leads up to area 2-22 by way of a 50-foot chute. Climb skill attempts can be made to scale this chute (DC 15).

Area 3-3 – Zombie Miners (EL 3): Read or paraphrase the following:

This 50-foot by 50-foot room contains large piles of rock and silver ore lying on the ground. The noise that permeates the entire level seems to come from here. The sounds of picks and shovels cracking and breaking into the rock walls don't ever cease. What looks like four humans and two dwarves swing their tools against the ore, breaking it free from the walls.

In this room, it is very difficult to cast spells, hear slight noises, or do anything that requires sound. A Concentration skill check (DC 20) is required to cast any spell with a verbal component, to use a bard's music ability, or for a cleric or paladin to turn undead. All Listen skill checks are at a –4 penalty while in this room, due to such loud noises.

There is a single door in the southeastern corner of the room. This door is unlocked and open, unless the characters have closed it. In this case the door locks itself from the inside as soon as it closes. The lock can be undone without a skill check from the inside of the door. However, if the characters are on the other side of the door, they will need to find the hidden latch (see the level notes above for more details).



The six zombies (four human and two dwarven) do not notice the characters unless they attack. If any of them is attacked, they all stop digging to attack the intruders. These zombies pursue the characters anywhere on this level, but will not go down the ladder to level 4 or up the lift to level 2.

Human Commoner Zombies (4): Medium undead; CR 1/2; HD 2d12+3; hp 6, 12, 14, 16; Init -1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Dwarf Zombies (2): Medium undead; CR 1/4; HD 2d12+3; hp 20, 24; Init -1; Spd 20 ft. (can't run); AC 11, touch 9, flat-footed 11 (against giants: AC 15, touch 13, flat-footed 11); Base Atk +0; Grp +2; Atk/Full Atk Slam +2 melee (1d6+3) (against orcs and goblinoids: slam +3 melee (1d6+3)); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits, +2 to saves vs. spells and spell-like effects, +4 to resist bull rush or tripping attacks; AL NE; SV Fort +0, Ref -1, Will +2; Str 15, Dex 9, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Area 3-4 – Office and Quarters of Narzy Hilspek (EL 6):

There are two ways to enter this room. The first is by way of the mining carts that come through the open hole in the south wall. The second is by way of the locked door in the southern wall. If the characters attempt to bypass the door, see the level notes above for more information on how to breach the locked stone door. Once the characters are in the room, read or paraphrase the following:

This 40-foot by 50-foot chamber is filled with the walking dead. Of the five walking corpses in the room, three appear to have once been human miners and the other two appear to have been dwarves. These undead are shoveling rocks and ore into a mining car located by the tracks that leave through the south wall.

A single desk and a cot take up the northeastern corner of the room. A small gnomish male sits behind the desk, spectacles slid down to the tip of his nose. He looks up at your entrance.

"So, I have visitors. You must indeed be stalwart adventurers for making it this far through Lawrence's goblins and lycanthropes. But that is of little consequence to me. I am prepared to make you an offer, in exchange for your lives and damage to my property. You see, if I am to battle with you and you destroy my zombies," as he nods towards the five walking dead near the south wall, "I will have no one to dig out the rich veins of ore here. That would definitely be troublesome in my business dealings."

The gnome gets up from behind the desk and cracks his dirty knuckles, smiling broadly. "I offer you this: give me all of your magic spells and items. In exchange for these, I will allow you to continue on with your quest to rid these mines of the vermin infesting them. Are we agreed?"

Narzy is the gnome offering the characters the bargain. He is lying through his teeth (contested Bluff check against the characters' Sense Motive check). He has no intention of letting the party go free. In fact, he wishes to take those that look strong and give them shovels and picks to go mine ore as part of his undead followers.

Narzy waits until the characters have come to an agreement as to what they wish to do. He is confident and in charge of the situation. If they have doubts but look like they are about to agree, he allays any fears they may have and continues to reinforce the business aspect of his operation, and how important that is to him.

After negotiations have either been completed or gone sour, Narzy smiles at the characters and orders his zombies to attack. 1d4 zombies arrive five rounds later to join the battle, unless Narzy is killed before then.

Tactics: On the first round, Narzy commands his zombies to attack the party while he mentally summons other zombies from nearby rooms to come and aid him. The zombies continue to attack until they are destroyed, the party is dead, or Narzy is killed. If Narzy is killed, all of the undead on this level of the mine fall to pieces. After this initial round of mental commands, Narzy enters combat by *charming* the strongest party fighter and then using *ghoul touch* on the strongest arcane caster the next round. He continues to use his spells until he is out of them, or until he is brought into personal melee combat, where he uses his magic light pick. Narzy warns Lawrence if he can escape from combat, which he attempts only if all of his zombies are dead and he has been brought to 15 hit points or less.

Human Commoner Zombies (3): Medium undead; CR 1/2; HD 2d12+3; hp 9, 11, 15; Init -1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk/Full Atk Slam +2 melee (1d6+1); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Dwarf Zombies (2): Medium undead; CR 1/4; HD 1d12+3; hp 16, 25; Init -1; Spd 20 ft. (can't run); AC 11,

touch 9, flat-footed 11 (against giants: AC 15, touch 13, flat-footed 11); Base Atk +0; Grp +2; Atk/Full Atk Slam +2 melee (1d6+3) (against orcs and goblinoids: slam +3 melee (1d6+3)); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits, +2 to saves vs. spells and spell-like effects, +4 to resist bull rush or tripping attacks; AL NE; SV Fort +0, Ref -1, Will +2; Str 15, Dex 9, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Narzy Hilspek, male gnome Wiz3/Exp3: Small humanoid (gnome); CR 5; HD 3d4+3d6+12; hp 26; Init +5; Spd 20 ft.; AC 15, touch 12, flat-footed 14 (against giants: AC 19, touch 16, flat-footed 14); Base Atk +3; Grp -1; Atk/Full Atk Light pick +5 melee (1d3+1/x4) (against kobolds and goblinoids: light pick +6 melee (1d3+1/x4)); SA Spells; SQ Gnome traits; AL LE; SV Fort +4, Ref +3, Will +3; Str 10, Dex 13, Con 15, Int 15, Wis 5, Cha 9.

Languages Known: Abyssal, Common, Dwarven, Elven, Gnome, Goblin, Infernal, Orc, Sylvan.

Skills and Feats: Bluff +1, Concentration +8, Craft (alchemy) +4, Disable Device +7, Hide +5, Knowledge (arcana) +8, Listen -1, Move Silently +3, Profession (miner) +3, Sleight of Hand +7, Speak Language +6, Use Rope +5; Brew Potion, Improved Initiative, Scribe Scroll, Skill Focus (Disable Device).

Possessions: Leather armor +1, light pick +1, spellbook, arcane scroll (caster level 2: *cause fear, charm person*), arcane scroll (caster level 3: *blindness/deafness, reduce person*), arcane scroll (caster level 4: *alter self, summon swarm*), and miscellaneous coins.

Wizard Spells Known (4/3/2 per day, save DC 12 + spell level, spells with an * are currently prepared): 0-level – *arcane mark, dancing lights*, daze, detect magic, detect poison, disrupt undead, flare*, ghost sound, light, mage hand, mending open/close, prestidigitation, ray of frost*, read magic, resistance**; 1st-level – *burning hands, charm person*, detect undead, disguise self, protection from good*, reduce person, shield*, silent image*; 2nd-level – *detect thoughts*, ghoul touch**.

Area 3-5 – Zombie Workroom/The Way Down: Read or paraphrase the following:

This 40-foot by 30-foot room seems to be filled with broken rocks and unassembled body parts. A large open metal grate is attached to the floor near the east wall with a ladder leading down into darkness.

There are enough body parts lying on the floor to create six zombies. The grate leads down to area 4-1 and has the same statistics as the grate located in area 1-18.



Abandoned Silver Mine, Level 4: Lair of the Rat King

All halls are 10 feet wide and 9 feet high, made of rough stone. Rooms on this level are 9 feet high where the ceiling meets the walls, and 12 to 15 feet high in the center of the room. Each wall on this level is considered to be unworked stone and all doors are considered to be simple wooden doors with the following game statistics, unless otherwise noted in the room text:

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Simple Wooden Door: 1 inch thick; hardness 5; hp 10; Break DC 13 (stuck), 15 (locked).

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half hour that the characters come across a random encounter while in a corridor or in an empty room. This chance is increased by +5% if the characters are not being cautious or are making noise, and a +10% chance if they are yelling and causing loud noises (example – knocking over tables, breaking down a door, etc.). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1-3	2 wererat goblins (EL 3)
4-5	6 ogre zombies (EL 3)
6	1 wererat goblin (EL 2)

The following statistics blocks are provided for easy reference.

Wererat Goblin (Goblin form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Handaxe +2 melee (1d4/x3); SQ Alternate form, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +2, Ref +0, Will +2; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +6, Listen +2, Move Silently +6, Ride +4, Search +2, Spot +2, Swim +8; Iron Will, Multiattack, Weapon Finesse.

Possessions: Handaxe, light steel shield, and miscellaneous coins.

Wererat Goblin (Dire rat form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Bite +5 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Wererat Goblin (Hybrid form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +1; Grp -3; Atk

Handaxe +5 melee (1d4/x3) or claw +5 melee (1d3); Full Atk Handaxe +5 melee (1d4/x3) and bite +3 melee (1d4 plus disease), or 2 claws +5 melee (1d3) and bite +3 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Hide +8, Listen +2, Move Silently +8, Search +2, Spot +2, Swim +8; Iron Will, Multiattack, Weapon Finesse.

Possessions: Handaxe, light steel shield, and miscellaneous coins.

Ogre Zombie: Large undead; CR 3; HD 8d12+3; Init -2; Spd 40 ft. (can't run); AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk/Full Atk Slam +9 melee (1d8+9); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Areas of the Map

Area 4-1 – The Way Up/Guardroom (EL 4): Read or paraphrase the following:

This 30-foot by 40-foot room connects to the room above by the ladder attached to the western portion of the north wall. Two hairy green goblins sit at a small table playing cards as you enter the room. They reach over for their shortspears and attack.

This room is connected to area 3-5 by the ladder ascending through the ceiling. The wererat goblins on guard here do not expect anyone to come down the ladder and take one round to gather their spears and get ready for an attack.

Tactics: On the second round of combat, the wererat goblins change to their hybrid form as they reach for their spears, readying them for battle. These wererat goblins are not frightened of the characters, only surprised at their sudden appearance. They will not flee from battle, no matter how badly they are faring.

Wererat Goblins (2) (Goblin form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9, 12; Init +0; Spd 30 ft.; AC 15, touch 11, flat-footed 15; Base Atk +1; Grp -3; Atk/Full Atk Short spear +2 melee (1d4); SQ Alternate form, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +2, Ref +0, Will +2; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +6, Listen +2, Move Silently +6, Ride +4, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Possessions: Short spear, leather armor, and miscellaneous coins.

Wererat Goblins (2) (Dire rat form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9, 12; Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14,



flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Bite +5 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Wererat Goblins (2) (Hybrid form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9, 12; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16; Base Atk +1; Grp -3; Atk Shortspike +5 melee (1d4) or claw +5 melee (1d3); Full Atk Shortspike +5 melee (1d4) and bite +3 melee (1d4 plus disease), or 2 claws +5 melee (1d3) and bite +3 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Ride +7, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Possessions: Shortspike, leather armor, and miscellaneous coins.

Area 4-2 – The Ancient Sleeping Evil (EL 7): Finding the secret, locked door to this room is a very difficult task. A Search or Spot skill check is required to first find the door (DC 30), and a second skill check is required to find the hidden latch that opens the door (DC 20). If the characters have discovered the hidden map fragment, they may make Intelligence checks (DC 12) and if successful receive a +5 bonus to find the door (but not the latch).

Once the latch and door have been found, an Open Lock skill check is needed to unlock the intricate locking mechanism (DC 27). Once the thick stone door is unlocked and opened, read or paraphrase the following:

The secret door swings slowly open on silent hinges to reveal a 30-foot by 40-foot room. The only contents in this room are a small pedestal made of stone that stands near the north wall and the clay urn that rests on it.

If the characters have been able to find the pieces of journal entries and warning messages left by the miners and clergy who locked away the ancient evil many decades ago, they will come to understand that this room is where the evil was locked away. The clay urn is a fragile piece of pottery (see below). Around the top of the urn are religious symbols and arcane marks. A successful Spellcraft skill check (DC 15) reveals these writings and marks are for binding evil into the object.

The urn and the pedestal are trapped (Search, DC 19) with a pressure plate that is set off if the urn is moved. Once activated, the secret door closes very quickly and locks itself so nothing can exit the room. If a character is in the doorway when this happens, he must roll a Reflex save (DC 19) to get out of the way of the heavy door. If this save is failed, he takes 4d8 points of crushing damage. Success at the check means the character either jumped into or out of the room in time (player's choice).

If the urn is broken or opened, read or paraphrase the following:

In an explosion of fog and mist, the urn breaks apart sending shards in every direction. Slowly the room begins to fill with a gray fog that clings to the floor of the room. After the fog seems to have stopped pouring from the now broken urn, it begins to turn back on itself in a rush, creating a great column. This column slowly begins to take the form of a beautiful woman with a longsword at her hip. She stretches and smiles at you.

Serrenna was trapped in her gaseous form in the urn. Now that she has been released, she wishes to waste no time in reclaiming the world. This plot starts with the characters that have let her free. She uses her domination power on each of them in turn, ignoring any attempts at them trying to cause her harm. If the characters do not fall under her power, she attacks those that do not, drinks their blood, and uses them to create vampire spawn.

Game Master's Note: Serrenna does not know of the wererat goblins or of Lawrence Gannu. If the characters tell her about them, she makes a temporary alliance with them to rid the abandoned mine (she will recreate these creatures as vampire spawn later). She also does not know of the magic portal in area 4-13. If she is given access to this portal she leaves the mine to begin her scheme elsewhere.

Clay Urn: Hardness 1; hp 6; Break DC 10.

Stone Door: 4 inches thick; hardness 8; hp 60; Break DC 28 (stuck), 28 (locked).

Serrenna Valuois, female human vampire Sor5: Medium undead (augmented humanoid); CR 7; HD 5d12; hp 38; Init +7; Spd 30 ft.; AC 19, touch 13, flat-

footed 16; Base Atk +2; Grp +6; Atk/Full Atk Slam +6 melee (1d6+4 plus energy drain) or longsword +7 melee (1d8+5, 19-20/x2); SA Blood drain, children of the night, create spawn, dominate, energy drain, spells; SQ Alternate form, damage reduction 10/silver and magic, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, +4 turn resistance; AL CE; SV Fort +1, Ref +6, Will +10; Str 18, Dex 17, Con —, Int 20, Wis 18, Cha 23.

Languages Known: Common, Draconic, Dwarven, Elven, Gnome, Sylvan.

Skills and Feats: Bluff +14, Craft (alchemy) +13, Concentration +8, Escape Artist +5, Heal +5, Hide +12, Jump +5, Listen +17, Move Silently +12, Profession (scribe) +6, Ride +4, Search +14, Sense Motive +14, Spellcraft +13, Spot +17; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes.

Possessions: +1 longsword, wand of color spray (12 charges, caster level 3), potion of delay poison, potion of cat's grace, potion of spider climb, arcane scroll (caster level 1: erase), arcane scroll (caster level 3: spectral hand), arcane scroll (caster level 3: protection from arrows, summon monster II).

Sorcerer Spells Known (6/8/5 per day, save DC 16 + spell level): 0-level – flare, ghost sound, light, mage hand, prestidigitation, read magic; 1st-level – chill touch, feather fall, magic missile, protection from law; 2nd-level – acid arrow, alter self.

Area 4-3 – Common Room: Read or paraphrase the following:

This 40-foot by 50-foot room appears to be a common meeting room. Numerous soiled cloth pillows lie scattered on the floor.

Other than the soiled pillows (1 copper piece value each), there is nothing of value in this room.

Area 4-4 – Private Barracks #1 (EL 2): Read or paraphrase the following:

This 40-foot by 30-foot room contains only a single straw cot and its sleeping occupant. The goblin is snoring and snorting in his restless sleep, wrestling with his pillows.

This wererat goblin is suffering from the final stages of the lycanthropy curse taking hold. His sleep is very light and he wakes up and attacks if he hears any noises (a contested Move Silently skill check against the wererat goblin's Listen skill check, with a –4 penalty for light sleeping). If the characters can sneak up on the goblin, they can use a coup de grace maneuver against him.

Wererat Goblin (Goblin form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk Unarmed strike +2 melee (1d2 nonlethal); SQ Alternate form, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +2, Ref +0, Will +2; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +6, Listen +2, Move Silently +6, Ride +4, Search +2, Spot +2, Swim +8; Iron Will, Multiattack, Weapon Finesse.

Wererat Goblin (Dire rat form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9; Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Bite +5 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Wererat Goblin (Hybrid form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk Claw +5 melee (1d3); Full Atk 2 claws +5 melee (1d3) and bite +3 melee (1d4 plus disease); SA Disease (Fort save DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Ride +7, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Area 4-5 – Private Barracks #2 (EL 3): Read or paraphrase the following:

The sounds of snoring echo off the walls of this 30-foot by 40-foot room. A single straw cot and chest of clothes are this room's only furnishings. A sleeping goblin lies on the cot, a naked longsword near his dangling hand. A steel breastplate rests next to the wall on the west side of the door.

This mighty wererat goblin is the only one that has been injured while raiding the silver caravans. A young nobleman from the south that was guarding the caravan had a silver longsword that wounded this creature a few days ago. He has just finished recovering from the ordeal and is now sleeping off the effects of the potions and herbs that the clergy prescribed to him.

He is in a deep sleep and will only be awoken by loud noises or if he is attacked. This wererat goblin can be attacked by a coup de grace maneuver.

Wererat Goblin (Goblin form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7; Init +0; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk Longsword +2 melee (1d6, 19-20/x2); SQ Alternate form, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +2, Ref +0, Will +2; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10. *Language Known:* Goblin.

Skills and Feats: Climb +8, Hide +6, Listen +2, Move Silently +6, Ride +4, Search +2, Spot +2, Swim +8; Iron Will, Multiattack, Weapon Finesse.

Possessions: Longsword, breastplate (not currently worn), and miscellaneous coins.

Wererat Goblin (Dire rat form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7;

Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Bite +5 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Wererat Goblin (Hybrid form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk Longsword +5 melee (1d6, 19-20/x2) or claw +5 melee (1d3); Full Atk Longsword +5 melee (1d6, 19-20/x2) and bite +3 melee (1d4 plus disease), or 2 claws +5 melee (1d3) and bite +3 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Hide +8, Listen +2, Move Silently +8, Search +2, Spot +2, Swim +10; Iron Will, Multiattack, Weapon Finesse.

Possessions: Longsword, breastplate (not currently worn), and miscellaneous coins.

Area 4-6 – Private Barracks #3 (EL 2): Read or paraphrase the following:

This 30-foot by 40-foot room appears to be a private bedroom. A single straw cot, a chest of clothes, a small table, and two small chairs are this room's only furnishings. The short humanoid sitting at the table, throwing dice with a cup, looks up with a large grin at you.

"Seems that I have me self some visitors. Pity that I have to kill ye before I get to dice away your money," he says as he pulls out a beautiful axe and attacks.

This is one of Lawrence's wererat goblin bandits. This wererat goblin has committed a number of raids on behalf of Lawrence and his tribe. He wields an intricately wrought hand axe that he got from a raid a few weeks ago and does not part with it willingly. The dice he owns are made of bone and are loaded to always roll two 6s.

Tactics: This opponent attacks the strongest fighter type first, attempting to subdue him if possible so he can be taken to Lawrence and converted to being a wererat. If this does not work, he attacks any spellcasters in the party until they are dead. This wererat goblin will not run from battle, swearing his life to Lawrence and thinking that the lycanthropy that was given to him makes him immortal.

Wererat Goblin (Goblin form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9; Init +0; Spd 30 ft.; AC 17, touch 12, flat-footed 17; Base Atk +1; Grp -3; Atk/Full Atk Masterwork handaxe +3 melee (1d4/x3); SQ Alternate form, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +2, Ref +0, Will

+2; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Hide +5, Listen +2, Move Silently +5, Ride +4, Search +2, Spot +2, Swim +6; Iron Will, Multiattack, Weapon Finesse.

Possessions: Masterwork handaxe, studded leather armor, *ring of protection* +1, and miscellaneous coins.

Wererat Goblin (Dire rat form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9; Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Bite +5 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Wererat Goblin (Hybrid form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 9; Init +3; Spd 30 ft.; AC 21, touch 15, flat-footed 18; Base Atk +1; Grp -3; Atk Masterwork handaxe +6 melee (1d4/x3) or claw +5 melee (1d3); Full Atk Masterwork handaxe +6 melee (1d4/x3) and bite +3 melee (1d4 plus disease), or 2 claws +5 melee (1d3) and bite +3 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Ride +7, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Possessions: Masterwork handaxe, studded leather armor, *ring of protection* +1, and miscellaneous coins.

Area 4-7 – Laboratory (EL 5): Read or paraphrase the following:

Upon entering this 40-foot by 40-foot room, the smells of burning sage and death assault your senses. Thick clouds of black smoke hang in still air over burning candles and bubbling flasks of colored liquids. A potion shelf on the north wall contains nearly every type of spell component imaginable in small glass jars. A goblin wearing spectacles looks down a length of thin wood at you when you open the door.

"Shoo! Hogah has no time for you to muddle with. Be gone!"

This is the workroom and laboratory of the goblin wizard Hogah. He is in the middle of crafting a magic wand and does not want to be disturbed by the characters. If they leave quietly, Hogah goes back to work; if they do not, he attacks.

Other than the spell components and Hogah's personal belongings, there is nothing of value in this room.

Tactics: Hogah enjoys throwing spells at his opponents, but his current spell arsenal is not designed for that. He

throws a *lightning bolt* at the party on the first round, aiming for the person who opened the door. On the second round he uses the *lightning bolt* spell on the scroll that he has near him.

Hogah, male goblin Wiz5: Small humanoid (goblinoid); CR 5; HD 5d4+10; hp 22; Init +3; Spd 30 ft.; AC 15, touch 14, flat-footed 12; Base Atk +2; Grp -2; Atk/Full Atk Dagger +3 melee (1d3, 19-20/x2) or dagger +6 ranged (1d3, 19-20/x2); SA Spells; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +4, Will +4; Str 11, Dex 17, Con 15, Int 14, Wis 10, Cha 7.

Languages Known: Common, Goblin, Infernal.

Skills and Feats: Appraise +3, Concentration +10, Escape Artist +5, Hide +10, Move Silently +11, Ride +10, Spellcraft +10; Craft Wand, Maximize Spell, Scribe Scroll, Spell Penetration.

Possessions: Dagger, *amulet of natural armor* +1, arcane scroll (caster level 1: *magic missile*), arcane scroll (caster level 5: *lightning bolt*), spellbook, and miscellaneous coins.

Wizard Spells Known (4/4/3/1 per day, save DC 12 + spell level; spells marked * are currently prepared): 0-level – *arcane mark**, *dancing lights*, *daze*, *detect magic**, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic**, *resistance**; 1st-level – *burning hands*, *comprehend languages*, *identify**, *mage armor**, *magic missile**, *shield**, *sleep*; 2nd-level – *acid arrow**, *blur**, *ghoul touch**, *invisibility*, *knock*, *mirror image*; 3rd-level – *haste*, *lightning bolt**.

Area 4-8 – Private Barracks #4 (EL 4): Read or paraphrase the following:

This 40-foot by 30-foot room contains two sleeping cots, both occupied by sleeping creatures. At the foot of each cot is an open chest filled with old cloaks and clothes.

These two sleeping humanoids are two of Lawrence's wererat goblins. They awaken if disturbed, or if they hear a noise (a contested Move Silently check against the wererat goblins' Listen check, with a -4 penalty due to light sleeping). If a character can approach them without waking them up, he can get a coup de grace strike in on both of them.

The chests contain only the wererat goblins' worn and dirty clothes. There is nothing else of value in this room.

Wererat Goblins (2) (Goblin form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7, 9; Init +0; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk Unarmed strike +2 melee (1d2 nonlethal); SQ Alternate form, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +2, Ref +0, Will +2; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Hide +6, Listen +2, Move Silently +6, Ride +4, Search +2, Spot +2, Swim +8; Iron Will, Multiattack, Weapon Finesse.

Possessions: Miscellaneous coins.

Wererat Goblins (2) (Dire rat form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7, 9; Init +3; Spd 40 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Bite +5 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Wererat Goblins (2) (Hybrid form): Small humanoid (goblinoid, shapechanger); CR 2; HD 1d8 plus 1d8+1; hp 7, 9; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk Claw +5 melee (1d3); Full Atk 2 claws +5 melee (1d3) and bite +3 melee (1d4 plus disease); SA Disease (Fort DC 12, filth fever); SQ Alternate form, damage resistance 5/silver, darkvision 60 ft., low-light vision, rat empathy, scent; AL LE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Hide +9, Listen +2, Move Silently +9, Ride +7, Search +2, Spot +2, Swim +11; Iron Will, Multiattack, Weapon Finesse.

Possessions: Miscellaneous coins.

Area 4-9 – Common Room (EL 1): This common room has three entrances, one in the north, east and south walls. Once the characters enter the room, read or paraphrase the following:

This 40-foot by 40-foot room appears to be a sitting room. Mats have been spread out on the floor to offer some comfort to those sitting on the hard stone and they seem to be aligned to look towards the center of the room. Four large rats look up from their meal of scraps to glare at your entrance.

This is where Lawrence goes to play his flute for his minions. The room is currently empty, except for the four dire rats. These rats do not attack the characters unless provoked. There is nothing of value in this room.

Dire Rats (4): Small animal; CR 1/3; HD 1d8+1; hp 2, 4, 6, 9; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease (Fort DC 11, filth fever); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Swim +11; Alertness, Weapon Finesse.

Area 4-10 – Lawrence's Audience Hall (EL 6): In order to get into Lawrence's audience chamber, the characters must first find either the secret door in the north wall (Search or Spot, DC 27), or bypass the locked south door (Open Lock, DC 25). Once one of these doors has been used, read or paraphrase the following:

A haunting flute tune is the first indication that you have reached a strange area within this abandoned

mine. The music fills the 50-foot by 50-foot room to brimming with its soulful melody of loss. Against the west wall, facing six rows of small benches, is a single raised dais with a throne. On the dais sits a tall, black-haired human male in his early 20s. He wears two feathers in his braided hair and has an unsheathed rapier near at hand. His legs are kicked over the arm of the throne and his head is tipped back in concentration as he plays a flute. He stops his sad song long enough to scratch the heads of two large, horned, black rats with glowing, yellow eyes.

"So, you have discovered my lair," says the man. "This is not good. You realize that people like yourselves are the reason I am the way I am? You don't? Pity. I am Lawrence Gannu, owner of this mine and all that is within it. You are trespassing in my home. Leave now before this becomes your tomb!"

This is Lawrence Gannu, the Rat King. Characters who visited the Silver Cup Inn in Silverton will recognize him as the bard who was playing on stage. The two horned rats accompanying Lawrence are fiendish dire rats, gifts from the dark rat gods. If the characters attack Lawrence, his rats intercept the characters as Lawrence stands to get ready for battle.

Tactics: Lawrence is a crafty warrior and commands his *feather token whips* to attack on the first round. His rats close into melee with spellcasters as soon as combat starts. Lawrence is trained well enough to use his rapier in one hand while attempting to summon other rats with his *pipes of the sewers*. Lawrence will not flee from the battle and his rats cannot be controlled by anyone other than Lawrence by any means.

Lawrence Gannu, male human wererat Brd3 (Human form): Medium humanoid (shapechanger); CR 5; HD 3d6+6 plus 1d8+3; hp 23; Init +4; Spd 30 ft.; AC 16, touch 14, flat-footed 12; Base Atk +2; Grp +3; Atk/Full Atk Rapier +9 melee (1d6+3, 18-20/x2); SA Fascinate; SQ Alternate form, bardic knowledge, bardic music, countersong, inspire competence, inspire courage +1, low-light vision, rat empathy, scent; AL NE; SV Fort +5, Ref +9, Will +8; Str 12, Dex 18, Con 14, Int 12, Wis 17, Cha 18.

Languages Known: Common, Goblin.

Skills and Feats: Appraise +6, Climb +12, Diplomacy +9, Gather Information +8, Hide +7, Listen +8, Perform (wind instrument) +9, Spot +7, Swim +12, Tumble +7, Use Magic Device +8; Alertness, Iron Will, Multiattack, Skill Focus (Diplomacy), Weapon Finesse, Weapon Focus (rapier).

Possessions: Rapier +2, 2 feather tokens (whip), pipes of the sewers, and miscellaneous coins.

Bard Spells Known (3/2 per day, save DC 14 + spell level): 0-level – dancing lights, daze, detect magic, ghost sound, mage hand, resistance; 1st-level – charm person, identify, sleep, ventriloquism.

Lawrence Gannu, male human wererat Brd3 (Dire rat form): Medium humanoid (shapechanger); CR 5; HD 3d6+6 plus 1d8+3; hp 23; Init +7; Spd 40 ft., climb 20 ft.;

AC 21, touch 18, flat-footed 14; Base Atk +2; Grp -1; Atk/Full Atk Bite +10 melee (1d4+1 plus disease); SA Curse of lycanthropy, disease (Fort DC 13, filth fever); SQ Alternate form, damage reduction 10/silver, low-light vision, rat empathy, scent; AL NE; SV Fort +6, Ref +12, Will +8; Str 12, Dex 24, Con 16, Int 12, Wis 17, Cha 18.

Skills and Feats: Appraise +6, Climb +15, Gather Information +8, Hide +14, Listen +8, Spot +7, Swim +15, Tumble +10; Alertness, Iron Will, Multiattack, Skill Focus (Diplomacy), Weapon Finesse.

Lawrence Gannu, male human wererat Brd3 (Hybrid form): Medium humanoid (shapechanger); CR 5; HD 3d6+6 plus 1d8+3; hp 23; Init +7; Spd 30 ft.; AC 20, touch 17, flat-footed 13; Base Atk +2; Grp +3; Atk Claw +9 melee (1d4+1) or rapier +12 melee (1d6+3, 18-20/x2); Full Atk 2 claws +9 melee (1d4+1) and bite +7 melee (1d6 plus disease), or rapier +12 melee (1d6+3, 18-20/x2) and bite +7 melee (1d6 plus disease); SA Curse of lycanthropy, disease (Fort DC 13, filth fever); SQ Alternate form, bardic knowledge, damage reduction 10/silver, low-light vision, rat empathy, scent; AL NE; SV Fort +6, Ref +12, Will +8; Str 12, Dex 24, Con 16, Int 12, Wis 17, Cha 18.

Skills and Feats: Appraise +6, Climb +15, Diplomacy +9, Gather Information +8, Hide +10, Listen +8, Perform (wind instrument) +9, Spot +7, Swim +15, Tumble +10, Use Magic Device +8; Alertness, Iron Will, Multiattack, Skill Focus (Diplomacy), Weapon Finesse, Weapon Focus (rapier).

Possessions: Rapier +2, 2 feather tokens (whip), pipes of the sewers, and miscellaneous coins.

Fiendish Dire Rats (2): Small magical beast (augmented animal, extraplanar); CR 1/2; HD 1d8+1; hp 7, 8; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 11; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease (Fort DC 11, filth fever), smite good (+1 damage to good creature, 1/day); SQ Darkvision 60 ft., resistance to cold 5 and fire 5, scent, spell resistance 6; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Area 4-11 – Lawrence's Bed Chamber: There are two doors that enter this room, one in the east wall and one in the north wall. Neither door is locked. No matter what door is used to enter this room, read or paraphrase the following:

This 40-foot by 40-foot chamber is decorated like a library. A four-posted bed rests in the center of the room and bookshelves line all four walls, only breaking for the doors in the north and east walls. Each bookshelf is packed with books of different sizes and colors. The bed is covered in a large, red down comforter and black silk encased pillows. This must be the bedchamber of a very important person.

This is Lawrence's bedchamber. He is an avid reader of all types of books, but history and music are his passions. The entire library's worth of books would be worth

over 2,000 gold pieces (Appraise, DC 20) to a collector of music or history.

Among the volumes of books is a single copy of the Gannu family history, penned by Lawrence. To find this one volume, a character must succeed at a Search skill check (DC 25). If the check is failed, the book is not found. The book contains all of the information in the “Background Story” portion of this module.

Area 4-12 – Treasure Room of the Rat King (EL 5): There are two entrances to this room, the locked door (Open Lock, DC 30) coming from the corridor from Lawrence’s bedchamber (area 4-11), and the secret door (Search or Spot, DC 20) that comes from the winding outer hallway. Read or paraphrase the following when either door is opened:

This 40-foot by 50-foot chamber contains four large stone coffers and numerous wooden crates. Each of the coffers has a heavy stone lid and a round mechanism that appears to unlock and open it. The crates have either blue or red writing on the sides of them. On the red crates the words read “Archbridge Mining Guild,” while on the blue crate the words read “Soulgrave Silver Coalition.” These must be the final crates of missing ore that the goblins have been stealing from the town. Silverton will be pleased that these have been found.

These crates are part of those missing from the Archbridge Mining and Soulgrave Silver Coalition shipments. These crates came from numerous caravans over the course of many weeks and each contains a 1,500 gold piece value of silver ore. Each of the three crates weighs 600 pounds and is made of heavy wood. It takes a crowbar and a great deal of strength (Strength check, DC 25) to open them.

The stone coffers are all locked (Open Lock, DC 30) and trapped. Each coffer has a different trap to protect the personal treasure of Lawrence Gannu. Consult the table below to see which trap must be disarmed and what the contents of the coffer is:

Coffer	Trap	CR	Contents
1	Arrow trap	1	200 gold pieces
2	Spear trap	1	+1 <i>light mace</i> , 50 gold pieces
3	Hail of needles trap	3	6 <i>potions of cure moderate wounds</i>
4	Scything blade trap	1	Arcane scroll: <i>blink</i> , <i>magic circle against good</i> , <i>summon monster III</i> , <i>vampiric touch</i> (caster level 5); arcane scroll: <i>charm monster</i> , <i>major creation</i> , <i>teleport</i> (caster level 7).

Arrow Trap: CR 1; +10 ranged (1d6/x3); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range,

target determined randomly from those in its path.

Spear Trap: CR 1; +12 ranged (1d8/x3); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

Hail of Needles Trap: CR 3; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22).

Scything Blade Trap: CR 1; +8 melee (1d8/x3); Search (DC 21); Disable Device (DC 20).

Area 4-13 – The Secret Tomb of the Gannu Family:

Locating the door to this secret chamber is a difficult task. A successful Search or Spot skill check (DC 25) reveals the secret stone door entrance to the lost tomb. The door is not trapped and is easily opened once found. Read or paraphrase the following once the door is opened:

The secret door to this 50-foot by 50-foot chamber slides silently to the left, to disappear into the wall. Four carved wooden coffins rest along the walls of the room, devoid of any dust. A 10-foot diameter, glowing circle of blue-white light takes up the center of the room. Motes and small arcs of energy jump and dance from the circle’s circumference, filling everyone who looks at it with peace and contentment.

These are the coffins of Lawrence’s family members. He has transported their corpses from their resting places to this secret tomb so that his enemies would not be able to use their remains against him. Each coffin has the name of its inhabitant carved into the top of it. The names on the coffins are Jasper (his grandfather), Elizabeth (his grandmother), Aaron (his father), and Courtney (his mother).

The circle of light inscribed into the center of the room’s floor is a magic portal that can be used to teleport to the nearest large city of the GM’s choice (this could scatter the entire party). Lawrence thought that opening this portal would allow the spirits of his dead relatives to come back to their bodies, so that they could live once again. Only Lawrence knows of this room and he will tell no one of its existence.



Conclusion

With the destruction of Lawrence Gannu and his tribe of goblins and wererats, the town of Silverton is once again safe to continue its mining operations. The recovered silver shipments will repair the town's economy and Silverton will forever be in your debt.

THE END

Rewards

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award (150 to 300 XP). The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters. Award the total value (objectives, combat, traps, and roleplaying) to each character.

The following objective awards are per-character awards, not a part of the party experience award (as with combat and trap experience points).

Part 1 Objectives

Discovering players' handout A	50 XP
Discovering players' handout B	50 XP
Destroying the shrine at area 1-13	100 XP
Destroying the shrine at area 1-16	100 XP
<u>Not desecrating area 1-15</u>	<u>100 XP</u>
Total possible bonus experience points	400 XP

Part 2 Objectives

Discovering players' handout C	50 XP
Discovering players' handout D	100 XP
Discovering players' handout E	50 XP
Discovering the message at area 2-19	50 XP
Not killing non-combatants (areas 2-22, 27, and 28)	50 XP
<u>Destroying the temple at area 2-34</u>	<u>200 XP</u>
Total possible bonus experience points	600 XP

Part 3 Objectives

Discovering Narzy's plot	100 XP
<u>Shutting down Narzy's mining operation</u>	<u>150 XP</u>
Total possible bonus experience points	250 XP

Part 4 Objectives

Discovering Serrenna's tomb	100 XP
Not releasing Serrenna	150 XP
<u>Discovering the secret Gannu crypt</u>	<u>150 XP</u>
Total possible bonus experience points	400 XP

Appendix 1: Silverton Area

Silverton (large thorp): Conventional; AL CG; 60 gp limit; Assets 400 gp; Population 76; Isolated (human 75, dwarf 1).

Authority Figure(s): Forbear the Smith, male human Exp5 (also the town sheriff); Blas Anains, male human Com1 (speaker to the town council); Renna the Midwife, female human Adp4 (midwife); Moses Ereint, male human Com2 (also the town judge); Laglidin Cladinias, male human Com3 (head of the Miner's Guild).

Militia: War1 (3).

Note: Lawrence Gannu is the leader of the local group of bandits that is raiding the silver caravans traveling north. When he is in town he disguises himself as the bard that plays at the Silver Cup Inn.

The Silver Cup Inn: The Silver Cup Inn is a pleasant stop along the road from Soulgrave, in the south, to Archbridge, to the north. The proprietor of the two-story inn is an older gentleman named Blas Anains. Blas came to Silverton a little more than a decade ago to open an inn at this stopping point between the two major cities. He discovered that the addition of a tavern to the inn more than doubled his income, since the silver miners had loose purse strings if the ale was plentiful and the food was good.

Service	Cost
Single room (per night)	5 sp
Common room (per night)	1 sp
Mug of ale	4 cp
Dinner for one person	3 sp
Cheese and bread plate for one person	1 sp

Rusted Pick Trade Goods: The Rusted Pick Trade Goods shop is the be-all and end-all store to the frontiersmen that call Silverton home. Any equipment, other than weapons and armor, can be bought here. The owner, Moses Ereint, will also buy any non-magical used goods and equipment for 30% of their listed value.

Forbear's Smithy: Forbear is a great giant of a human male (male human Exp5; AL CG; Str 19; Craft (weaponsmithing) +9). He has worked the bellows of a smithy since he was a 12-year-old lad. His expert handling of his hammer and anvil allows Forbear to make masterwork weapons and armor in addition to normal weapons and armor. His prices are normal for these items and his custom (masterwork) items are 150% their normal price.

Renna the Midwife: Renna is the midwife to the town of Silverton. She acts as healer, confidant, and notary public. She is a young-looking woman in her mid-forties. She knows how to use herbs and can cast a few spells to aid her in healing those that are wounded. She charges the standard prices for scrolls and healing herbs.

Renna the Midwife, female human Adp4: Medium humanoid; CR 3; HD 4d6+4; hp 16; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +2; Atk/Full Atk Unarmed strike +2 melee (1d3 nonlethal); SA Spells; AL CG; SV Fort +2, Ref +2, Will +7; Str 10, Dex 12, Con 13, Int 16,

Wis 17, Cha 15.

Languages Known: Aquan, Common, Sylvan, Terran.

Skills and Feats: Craft (alchemy) +9, Concentration +8, Knowledge (nature) +8, Knowledge (religion) +9, Profession (herbalist) +9, Search +4, Spellcraft +9; Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft).

Possessions: Herbs and miscellaneous coins.

Typical Adept Spells Prepared (3/3/1 per day, save DC 13 + spell level): 0-level – *cure minor wounds, mending, purify food and drink*; 1st-level – *comprehend languages, cure light wounds, protection from evil*; 2nd-level – *cure moderate wounds*.

Miner's Guild: The grizzled old Laglidin Cladinias is the leader of the Miner's Guild in Silverton. He controls the flow of all the silver that leaves town. He is very worried about the caravan attacks and is willing to pay those brave enough to rid this menace from the roads. He will offer the characters a lifetime membership to the Miner's Guild if they can rid Silverton of the bandits.



Appendix 2: Players' Handouts

Handout A: The Warrior's Gift

While I lie here dying of a mortal wound that I received from that evil demon from deep within this dreadful hole, I cast my eyes towards a vision of the future that may be brighter by my gift. I give to you, reader of this message, my family sword to use against the dreaded she-devil from the bowels of the Hells. Use it well against her and her undead minions, and may it strike her true.

Handout B: Divine Inspiration

If we could but flood the lower levels with blessed water we could get rid of the ancient evil that resides there. She is imbued with unnatural speed and a supernatural strength. To look her in the eyes is sheer folly and a mortal man would lose his mind in those eyes. May the gods have mercy on our souls as we venture into her domain to do battle with her. I fear that she will win the day if the other clergymen cannot agree on a course of action.

Handout C: Love Lost

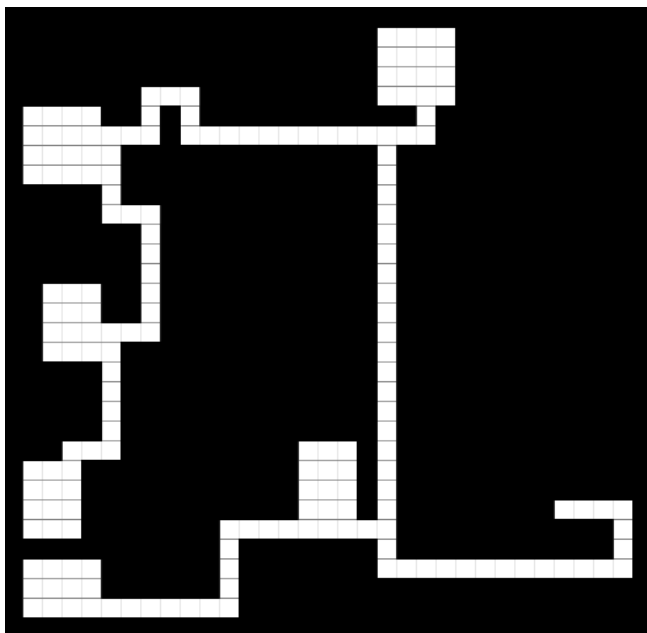
To my dearest love,

Jasper Gannus told me you'd be mining this area today so I came under the cover of darkness to hide my ring for you to find. If our love is to bloom and last eternal, you must find this. I have all confidence that you will and when you return to the surface, I will marry you.

- Jessica

Handout D: Map Scrap

The following scrap of a map is found. It dates back over 100 years.



Handout E: Evil Beneath Us

The evil beneath us has grown in power and has finally broken free. My companions have all perished to this terrible power and now I am afraid I will be next. I was one of the original men to break through into the forgotten tomb that held this terrible undead monster. Do not make the same mistake as we made when we reached the deepest level of the mine. Do not be as greedy as we were. Now we are going to pay for our greed in death. For this beast can raise us from the dead to serve on in undeath, as my fellows discovered too late. They are now skeletons, and even now I can hear them clawing at the beams and stone walls near me. Pray for me.

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